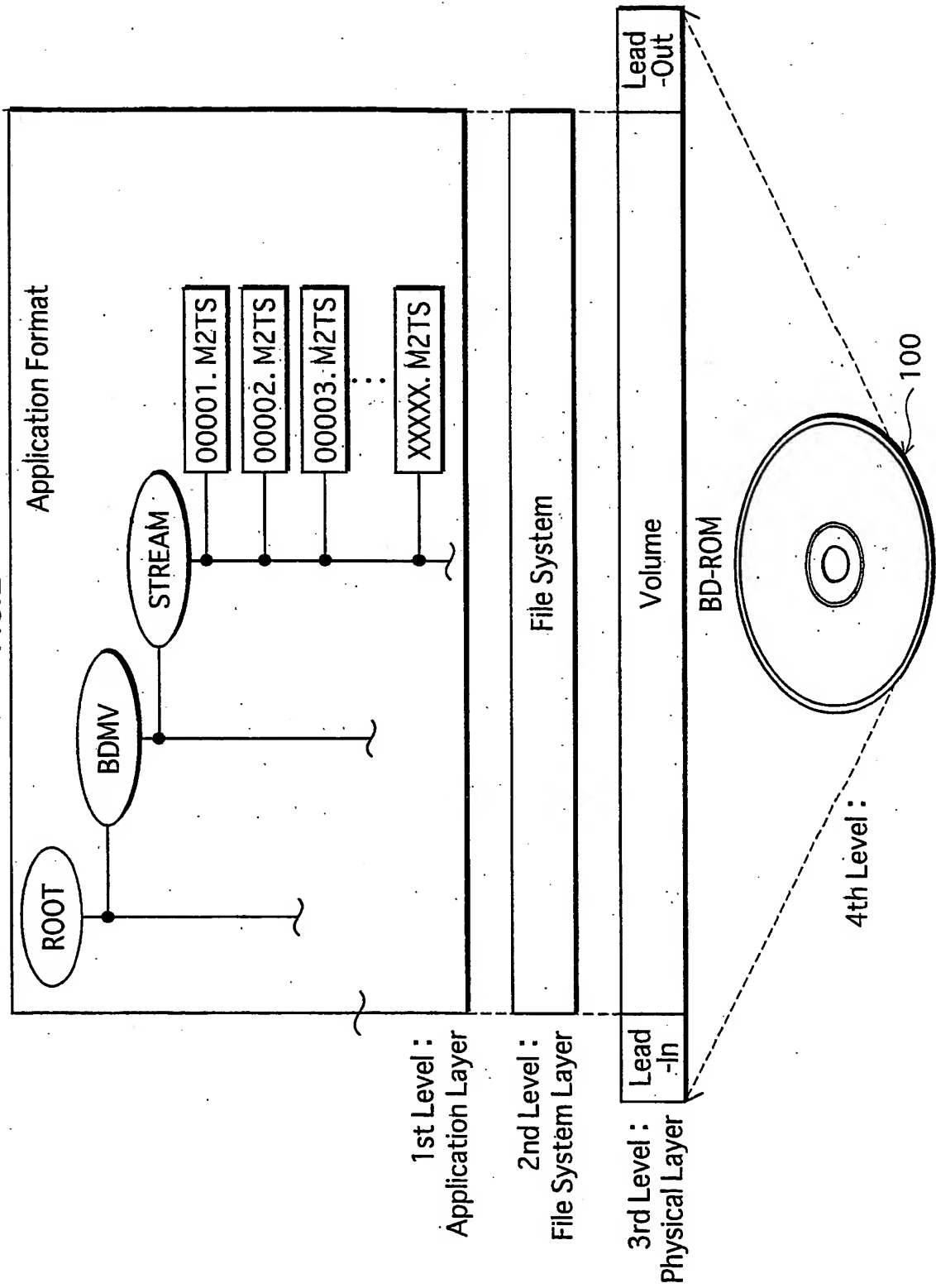
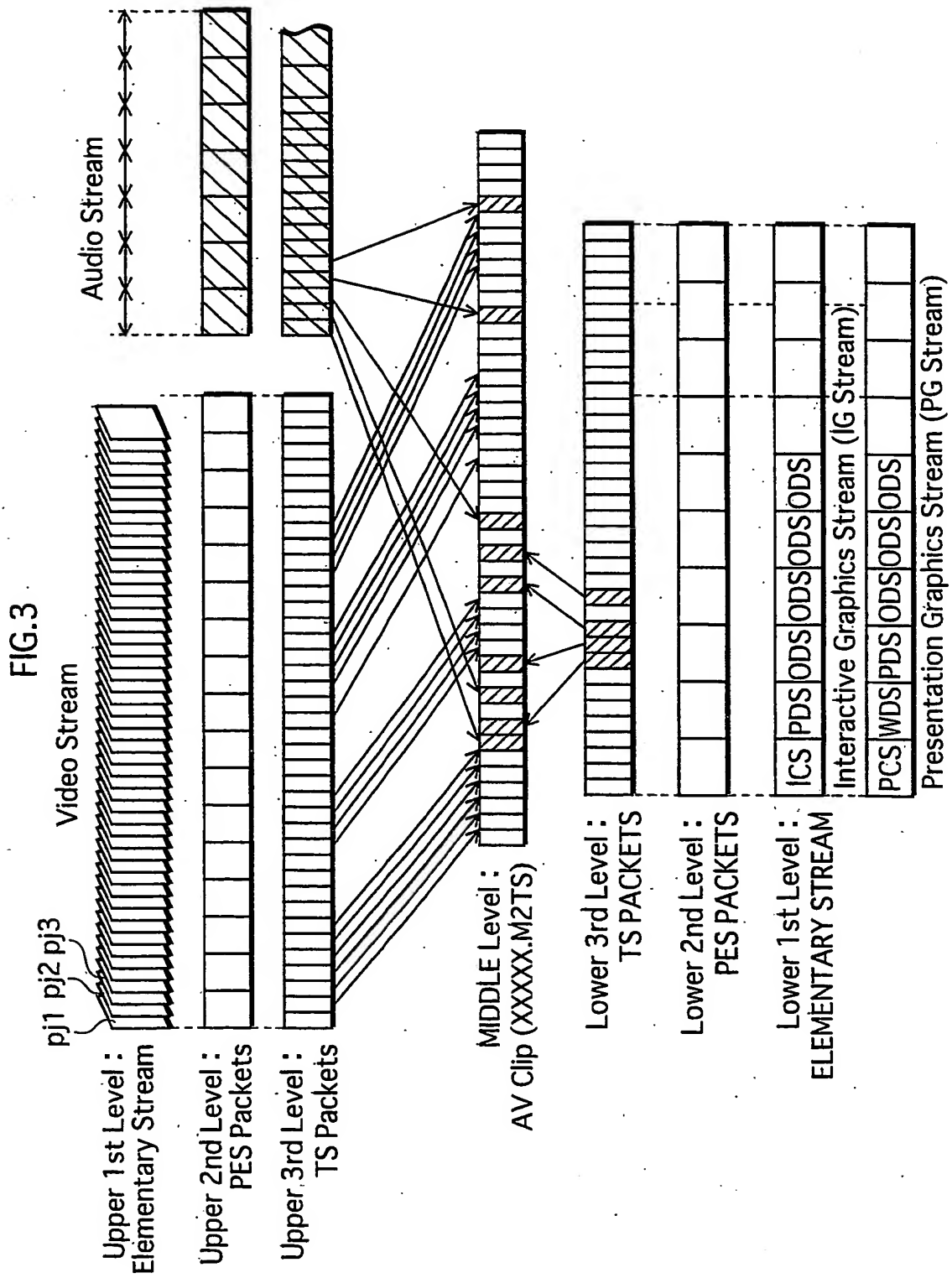


FIG.2





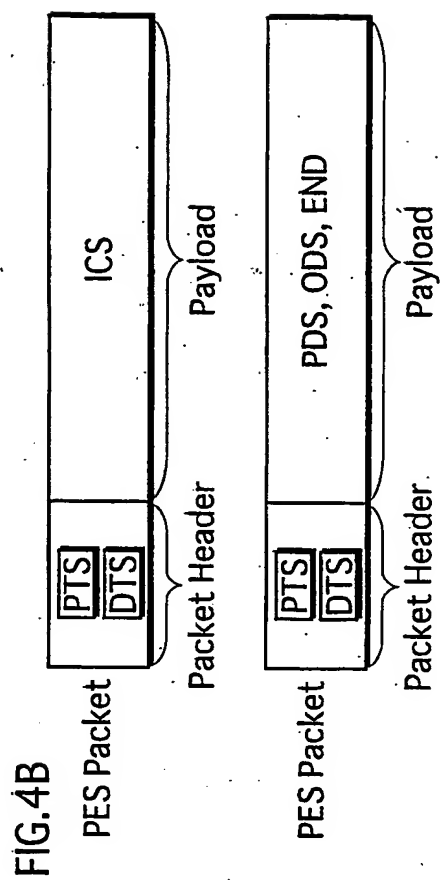
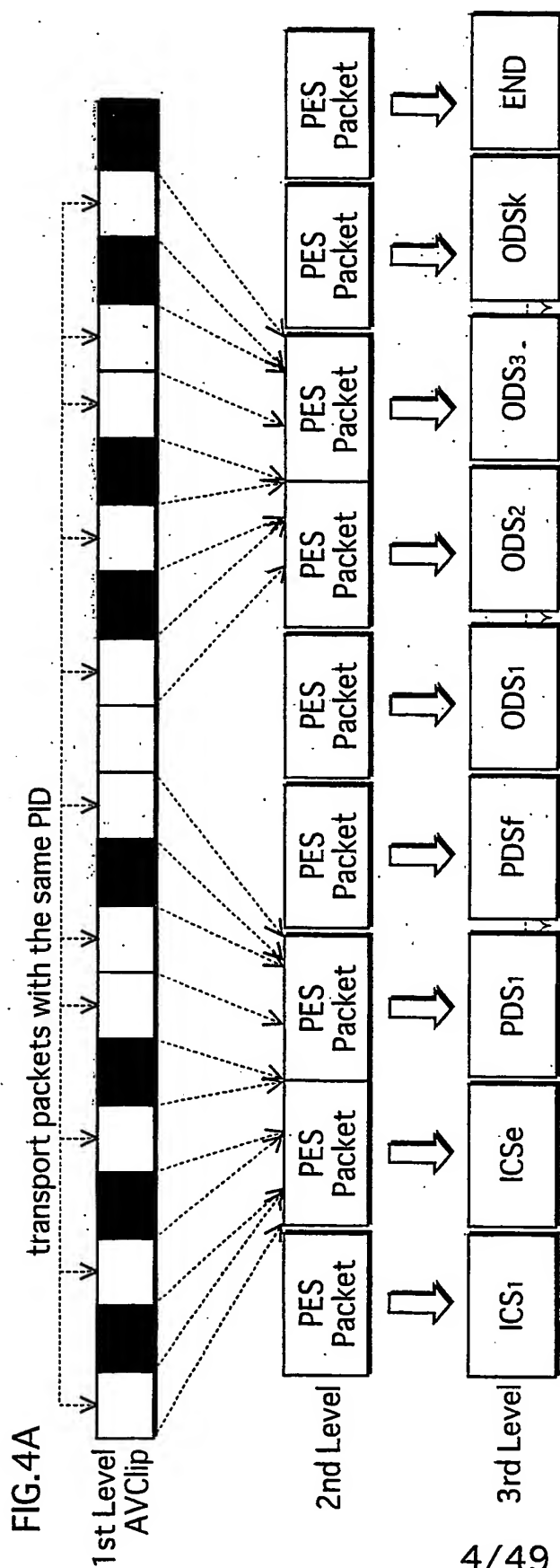


FIG.5

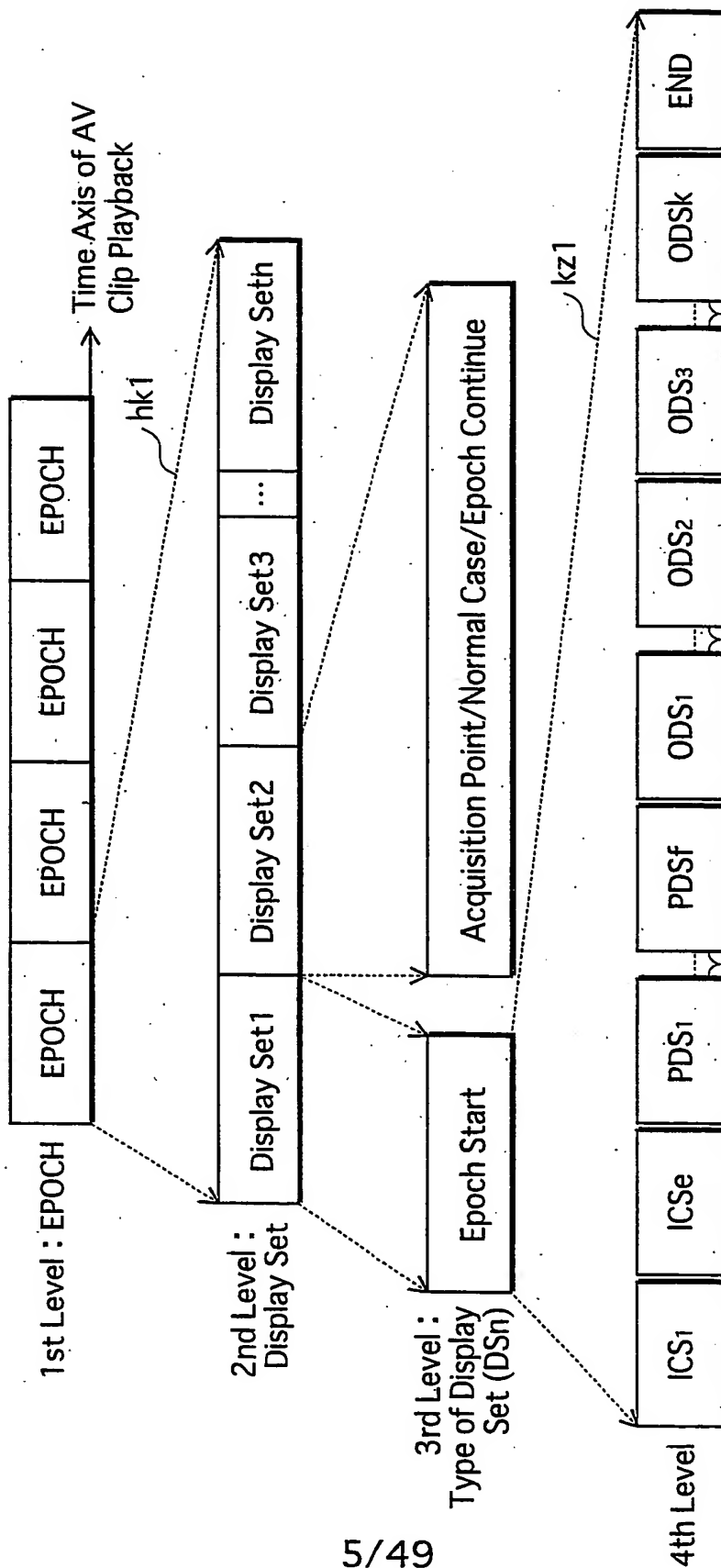


FIG. 6

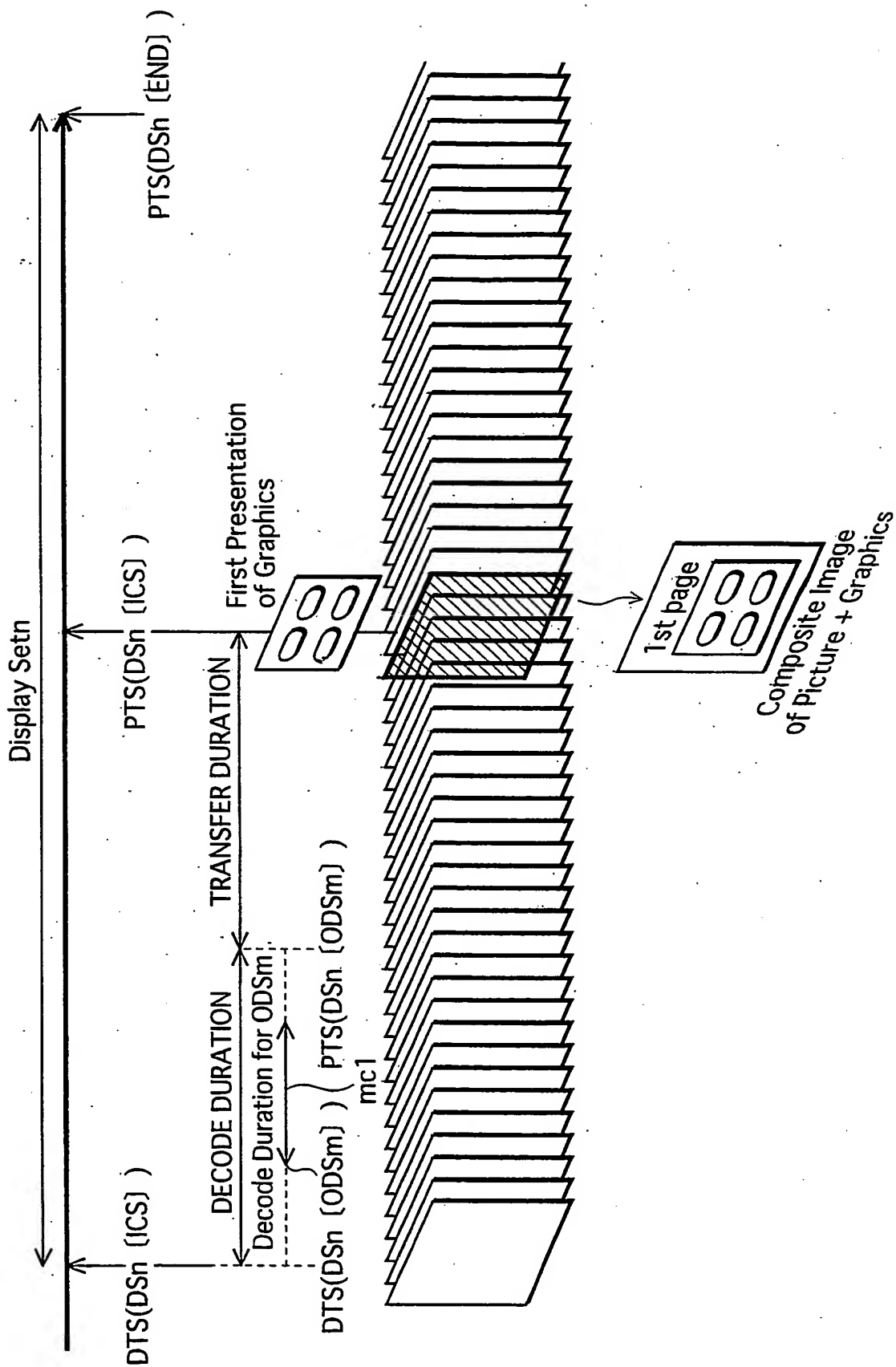


FIG.7A One-to-One Correspondence

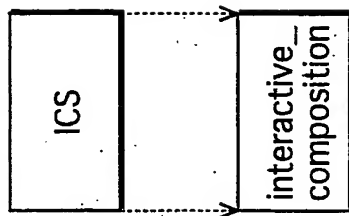


FIG.7B One-to-Multiple Correspondence

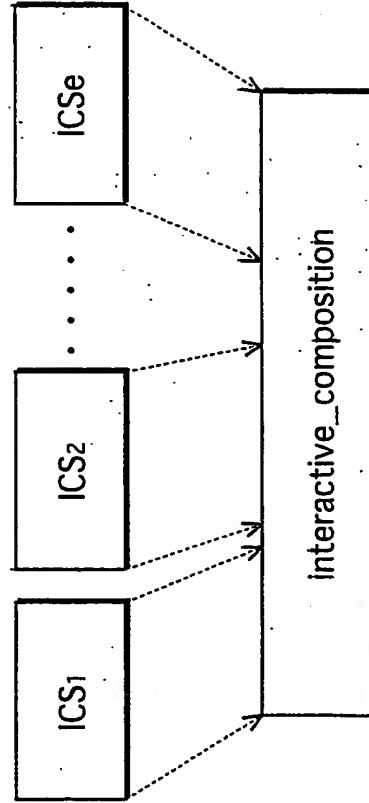


FIG.8

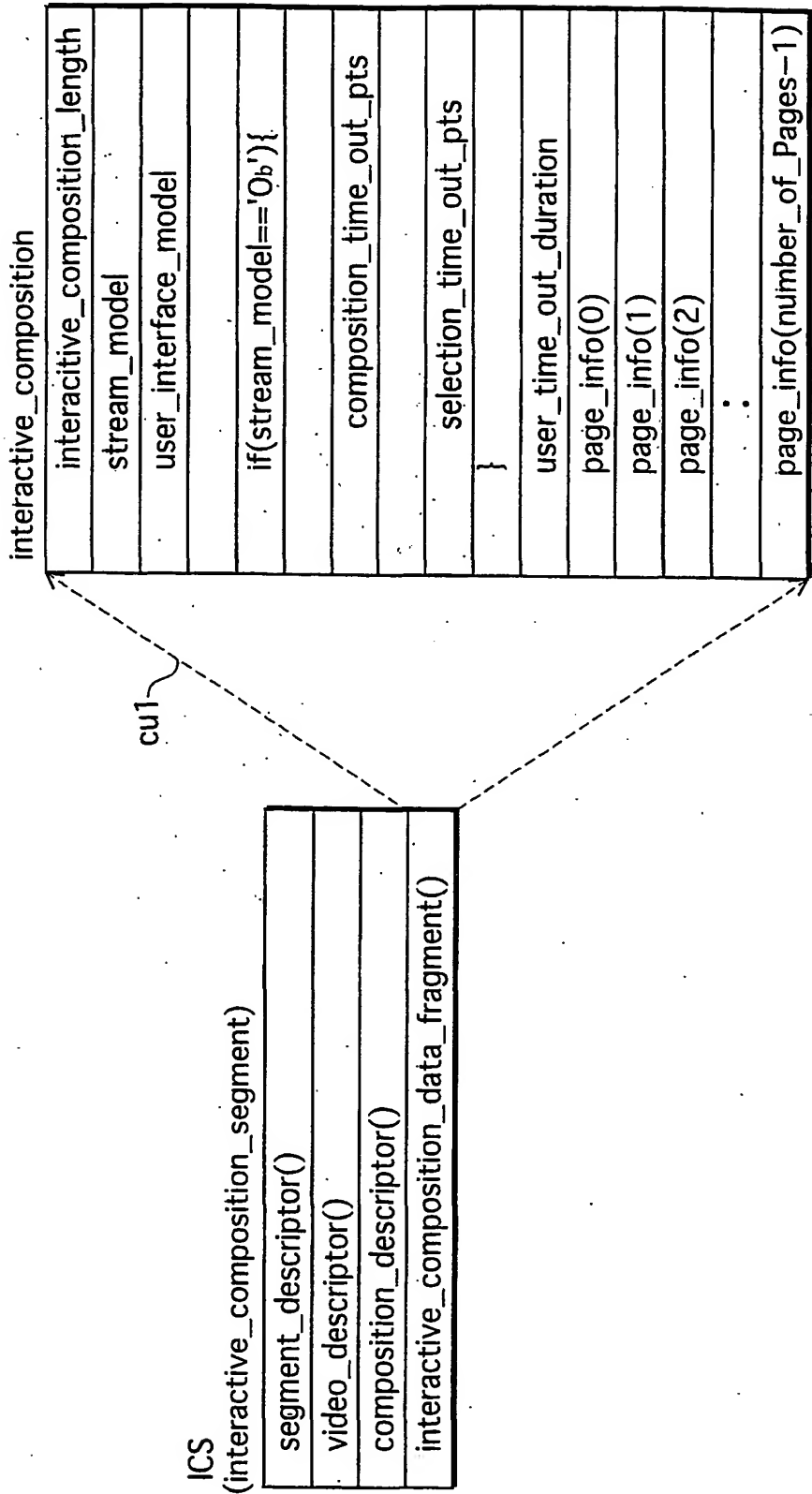


FIG.9

ICS.Stream_model=0(Playback of Multiplexed ICS)

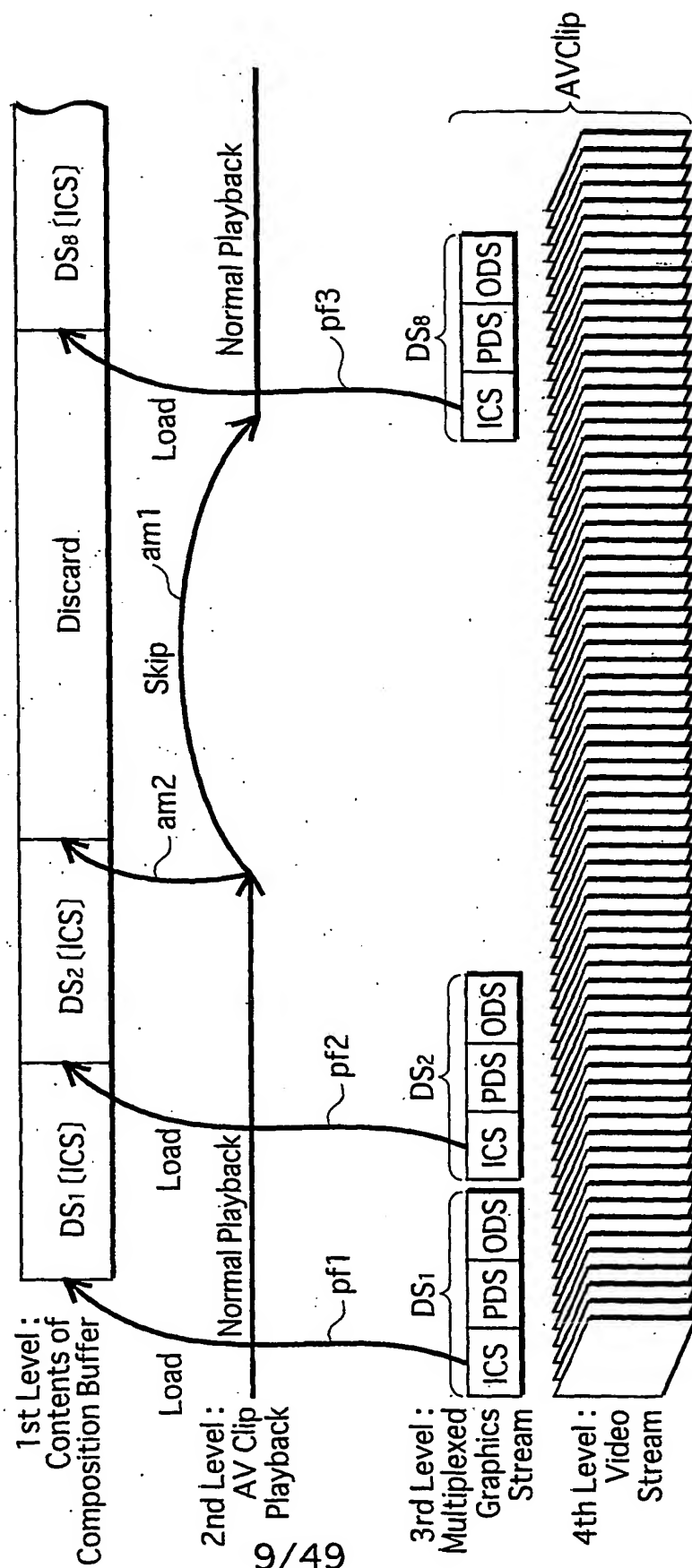


FIG.10

ICS.Stream_model=1 (Playback of Preloaded ICS)

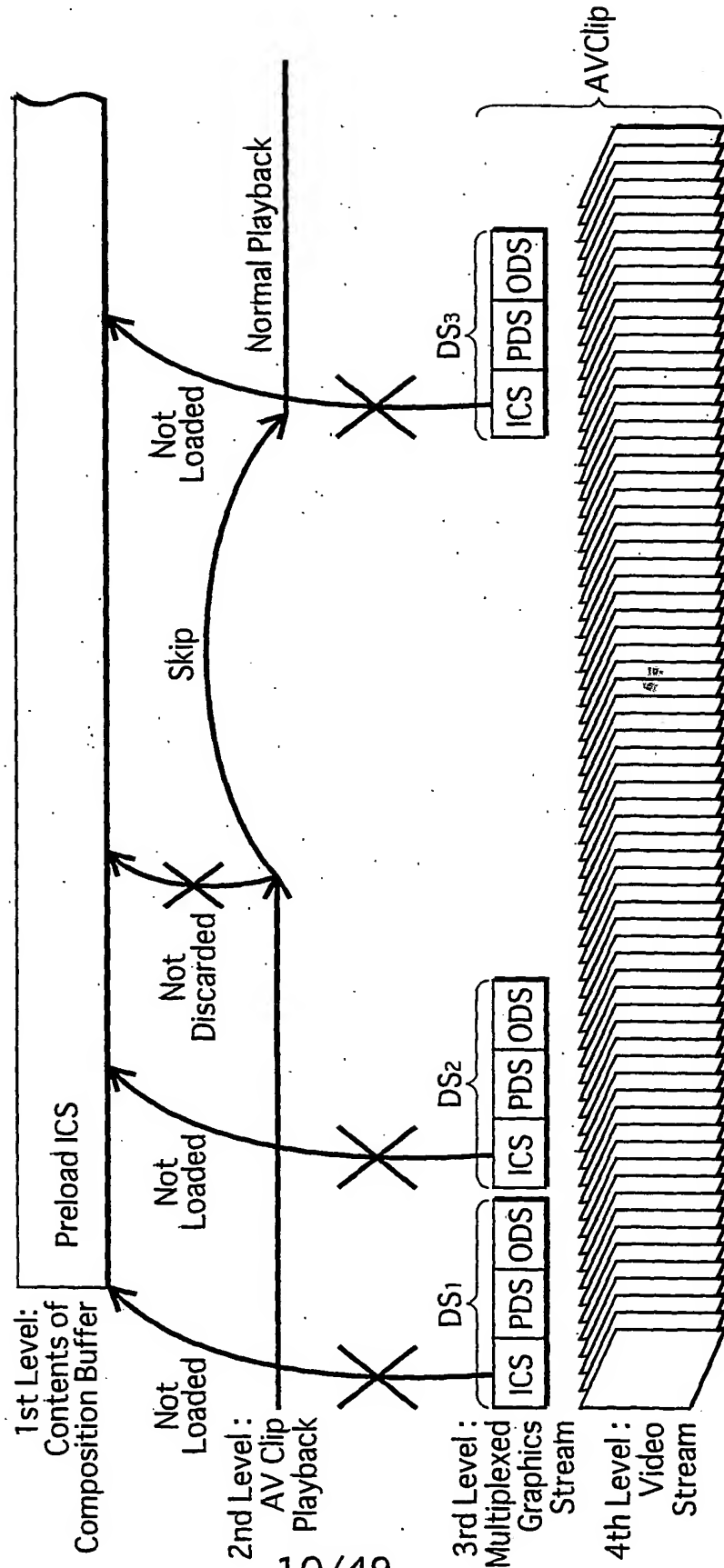
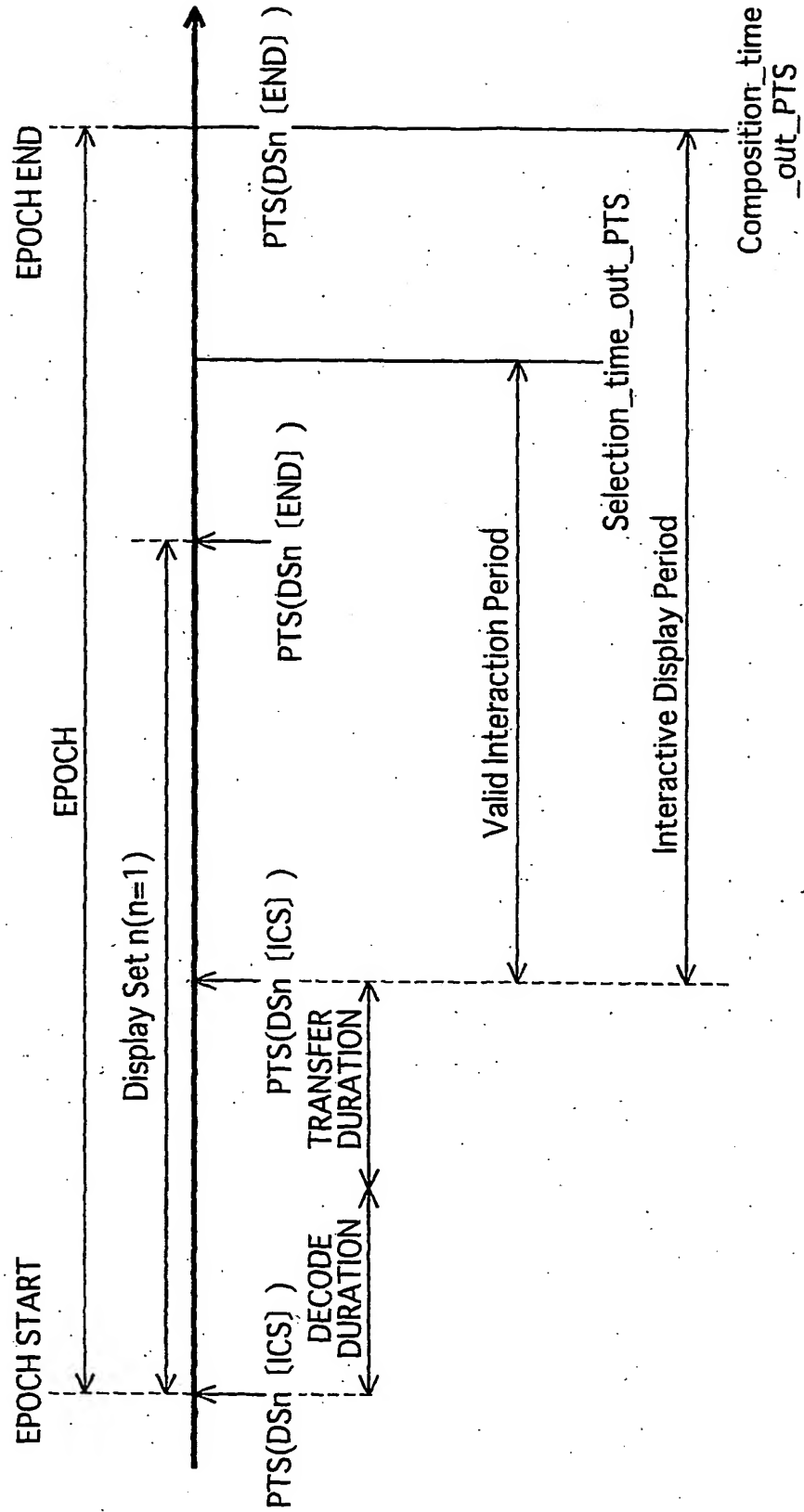


FIG.11



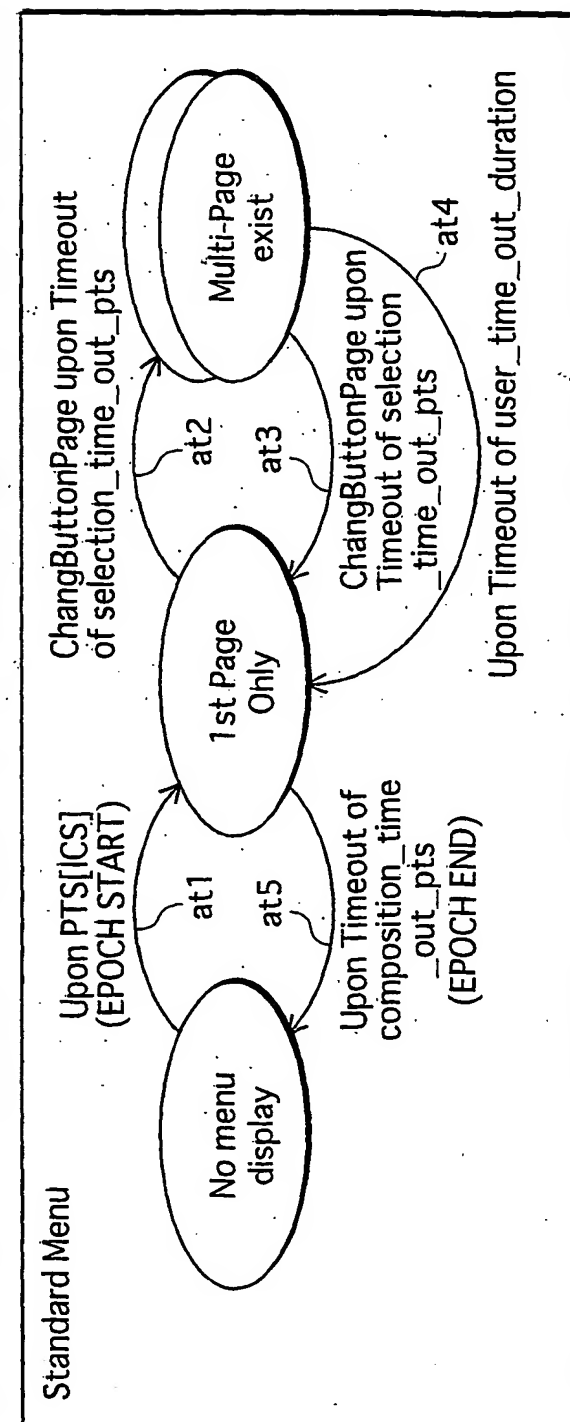
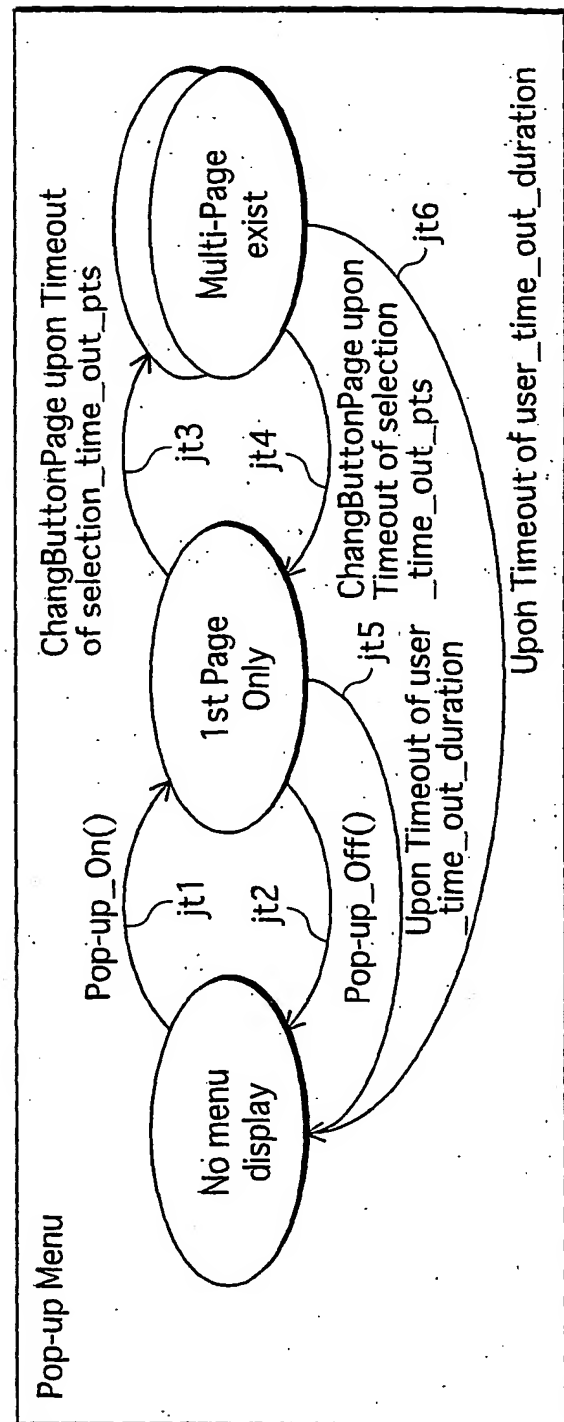


FIG.13

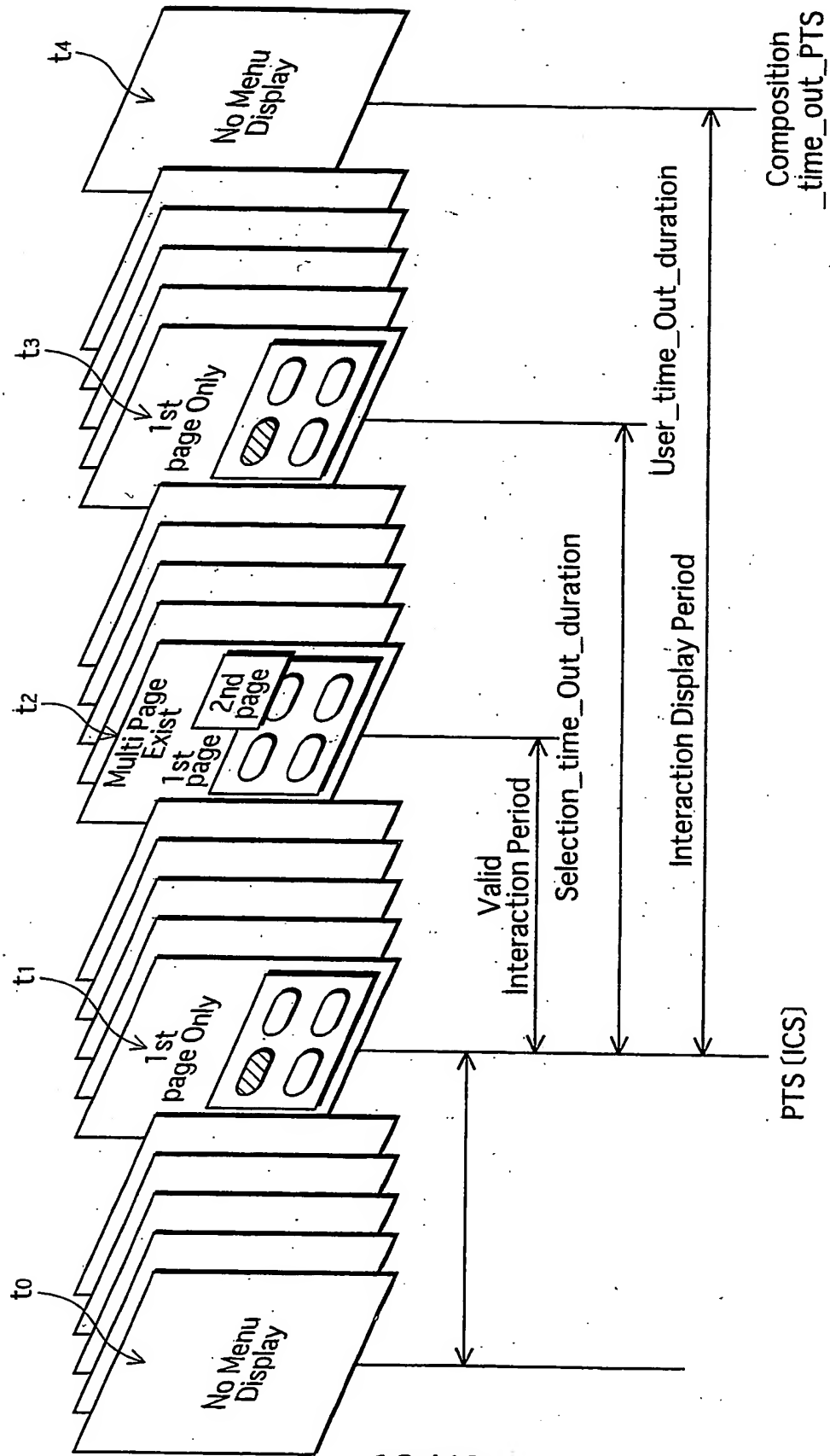


FIG.14A

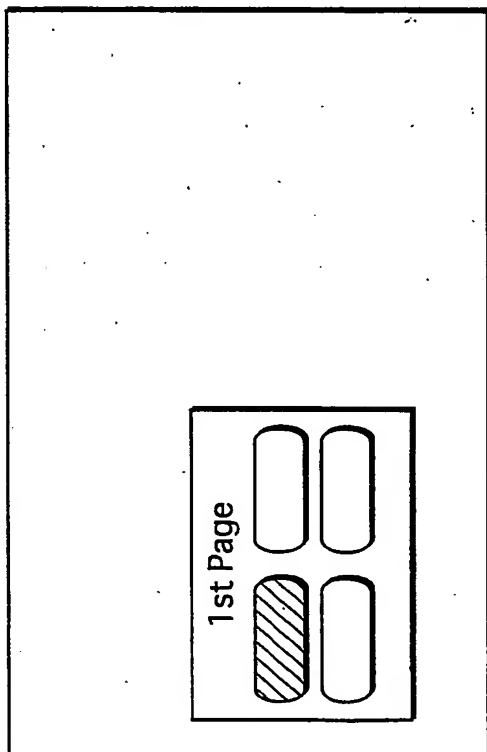


FIG.14B

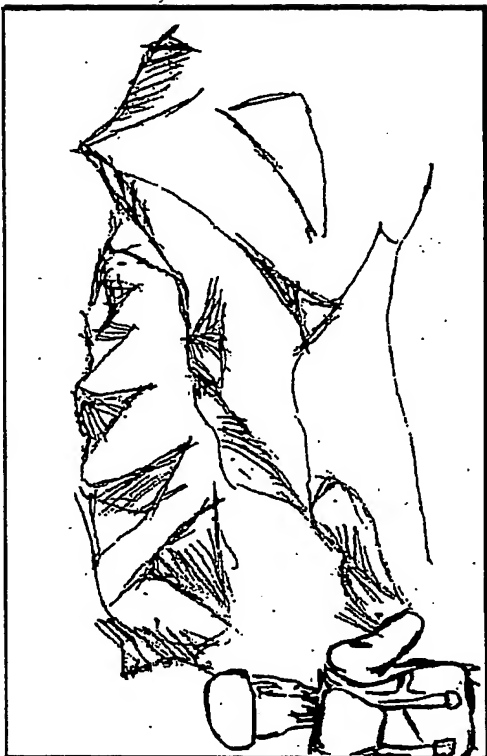


FIG.14C

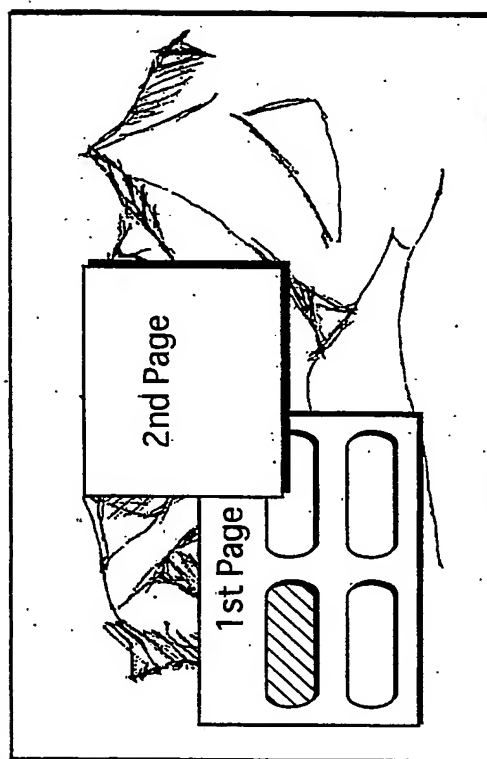
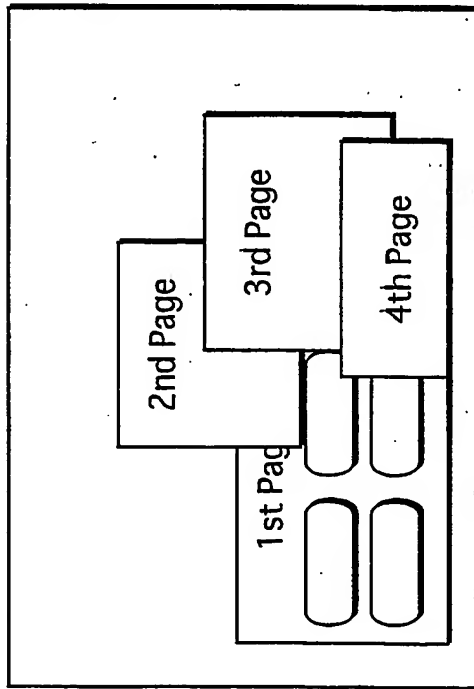
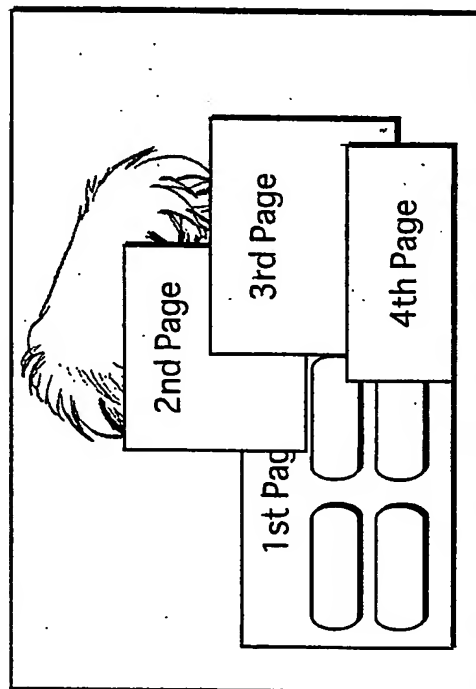


FIG.15A



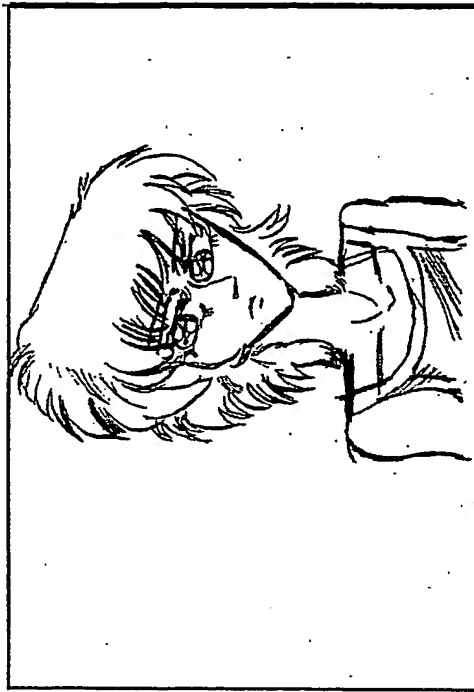
Multi-Page Exist

FIG.15C



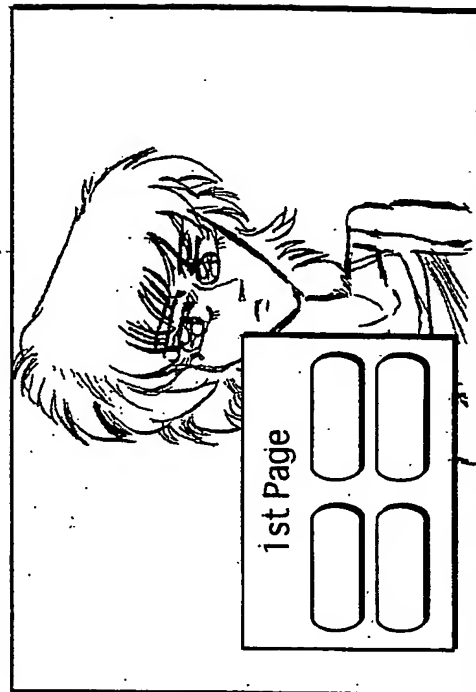
Picture is Covered by Menu Pages

FIG.15B



Next Picture

FIG.15D



Set user_time_out_duration Immediately before Presentation of Picture

FIG.16

page()

page_id
page_version_number
UO_mask_table()
in_effects() {
effect_sequence()
}
out_effects() {
effect_sequence()
}
animation_frame_rate_code
default_selected_button_id_ref
default_activated_button_id_ref
palette_id_ref
button_info(0)
button_info(1)
button_info(2)
:
button(number_of_buttons-1)

cx1

button_id
button_numeric_select_value
auto_action_flag
button_horizontal_position
button_vertical_position
neighbor_info() {
upper_button_id_ref
lower_button_id_ref
left_button_id_ref
right_button_id_ref
}
normal_state_info() {
normal_start_object_id_ref
normal_end_object_id_ref
normal_repeat_flag
}
selected_state_info() {
selected_state_sound_id_ref
selected_start_object_id_ref
selected_end_object_id_ref
selected_repeat_flag
}
activated_state_info() {
activated_state_sound_id_ref
activated_start_object_id_ref
activated_end_object_id_ref
}
navigation_command(0)
navigation_command(1)
navigation_command(2)
:

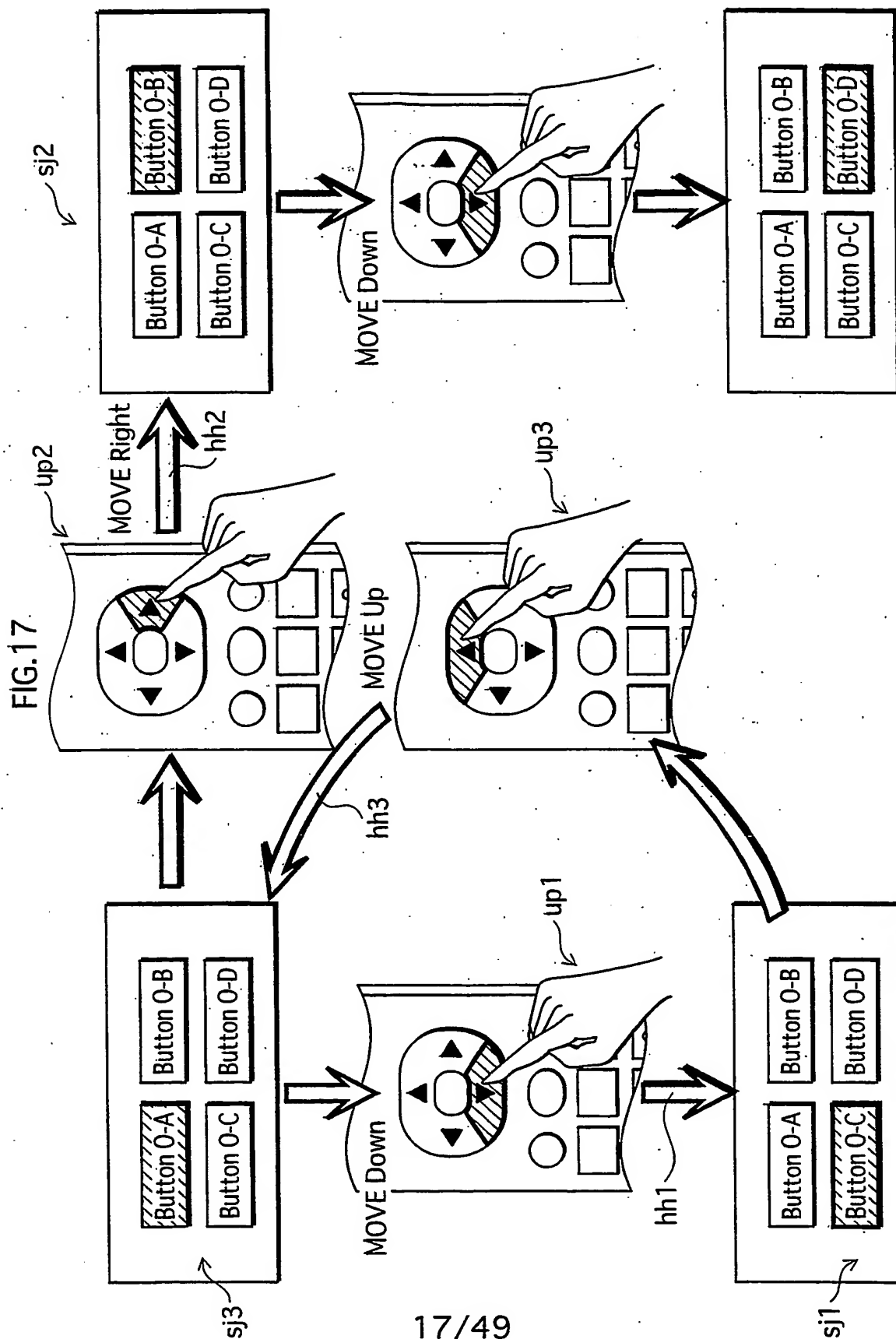


FIG.18

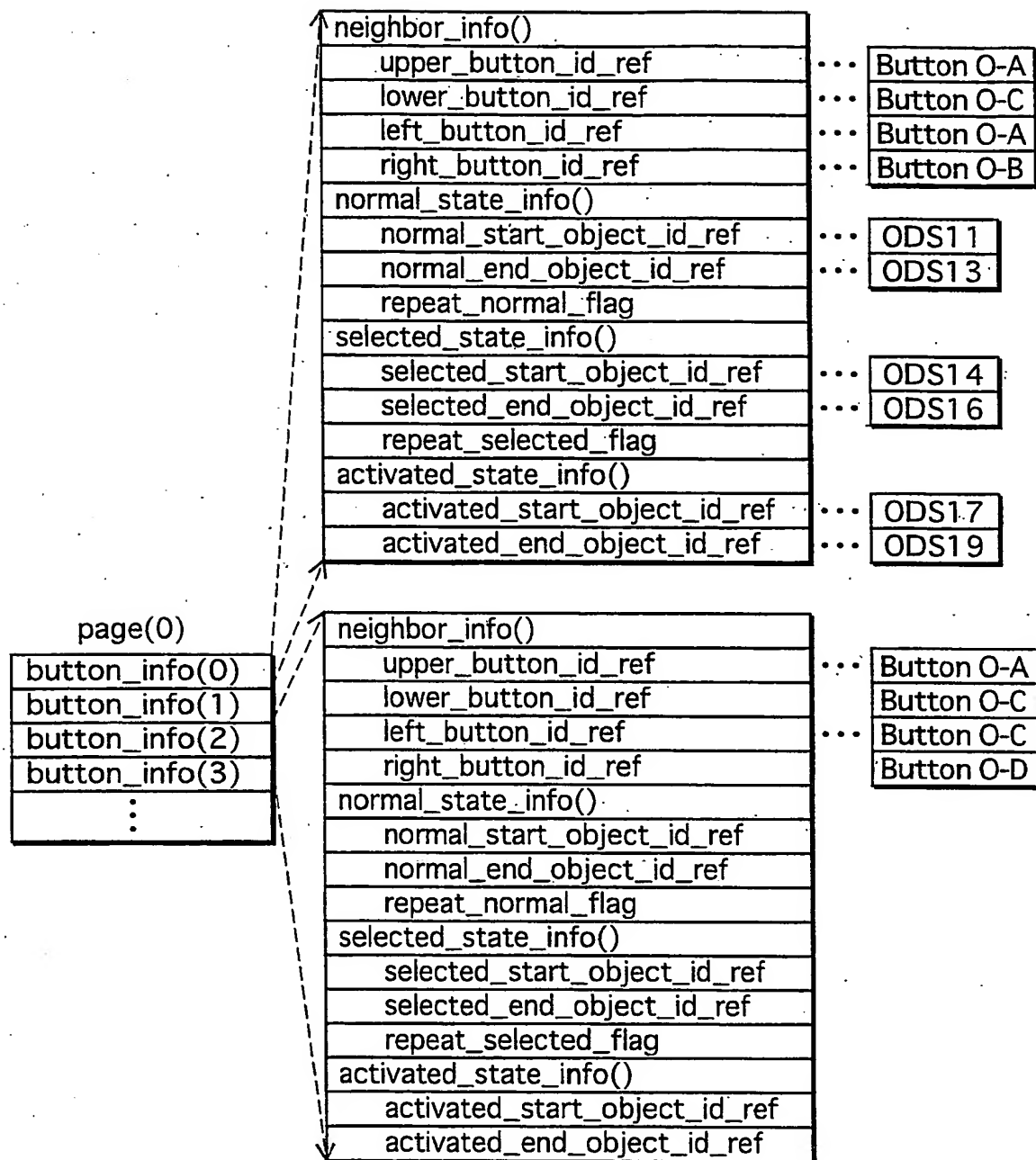


FIG.19

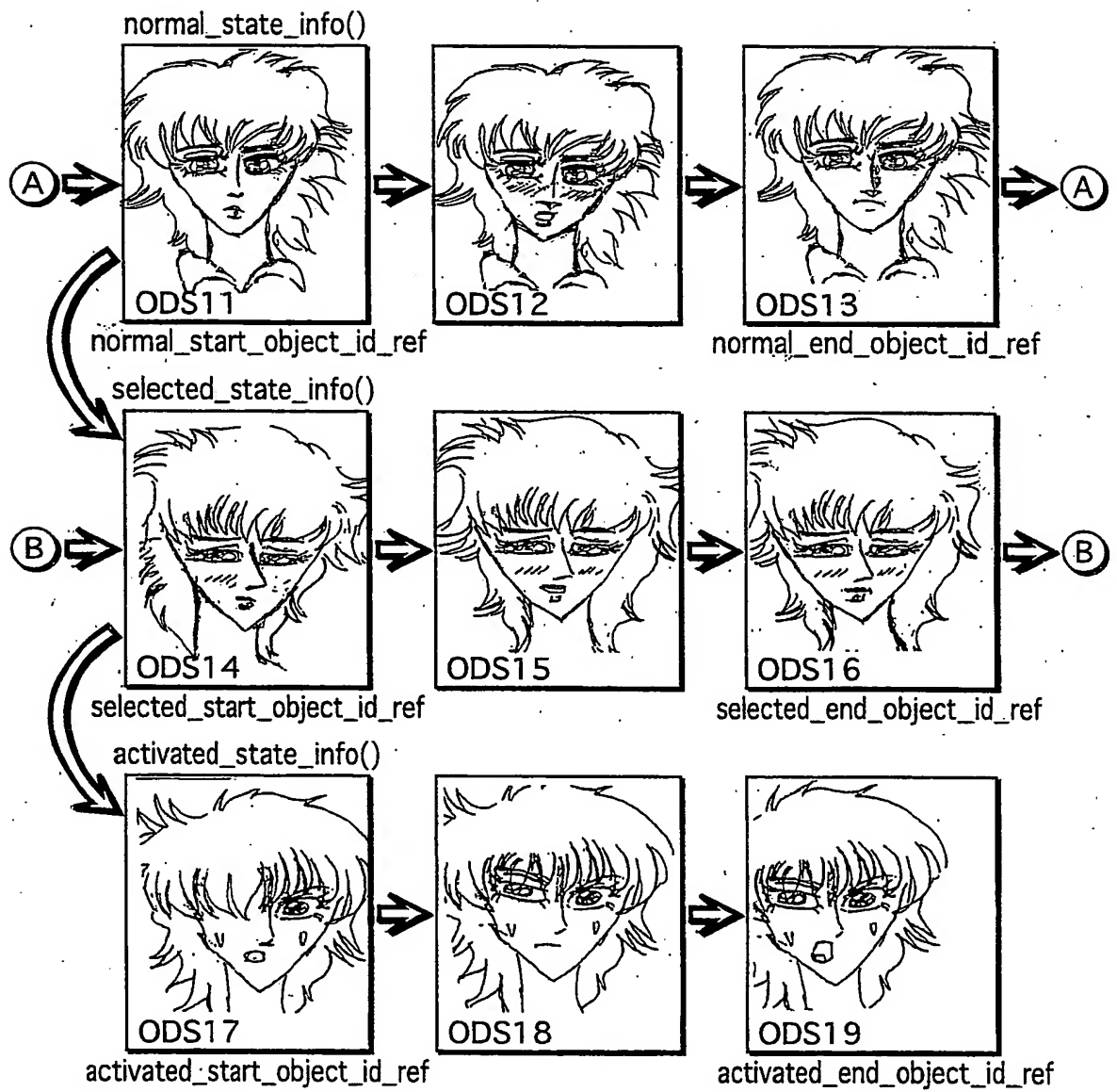
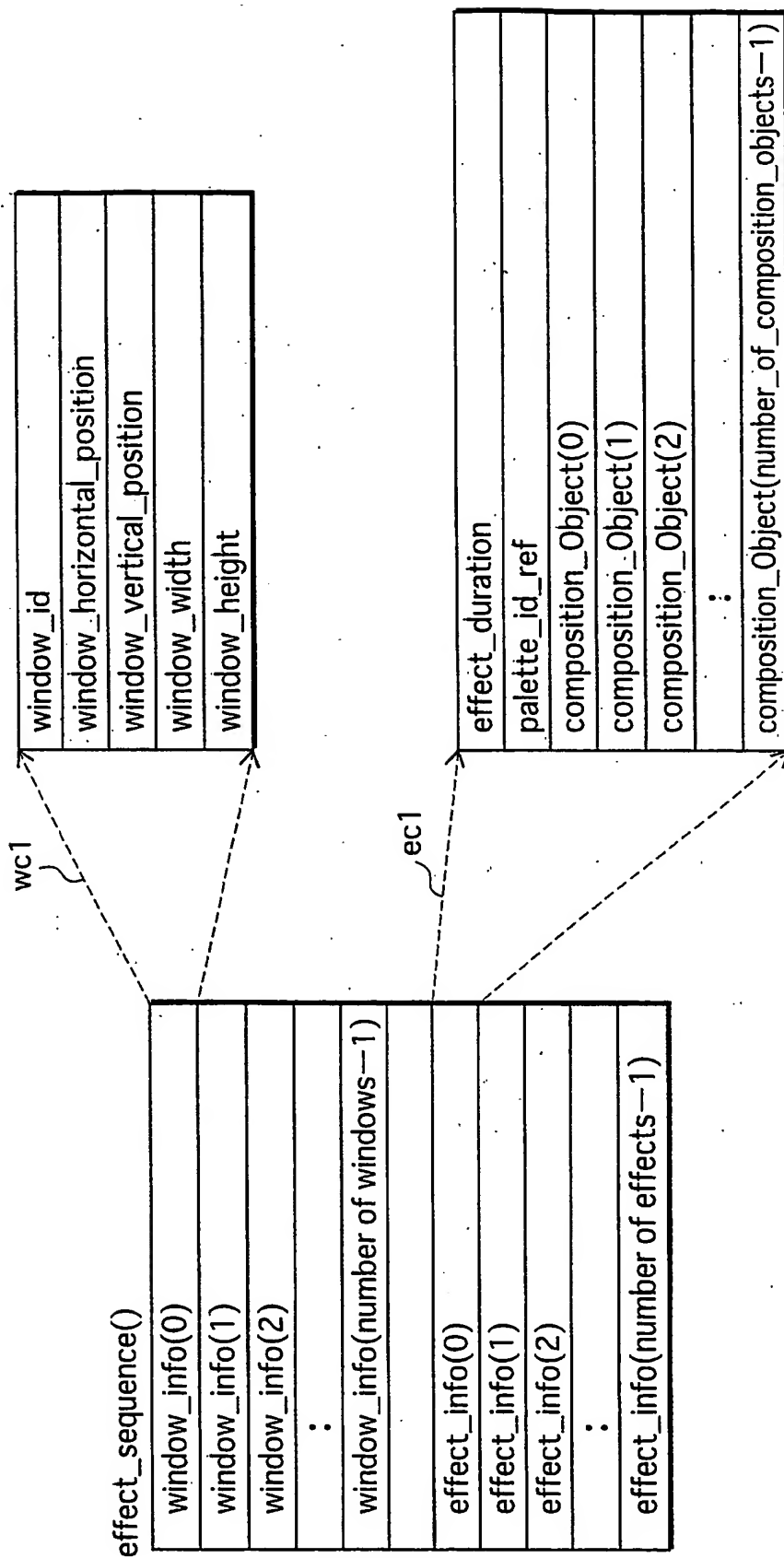


FIG.20



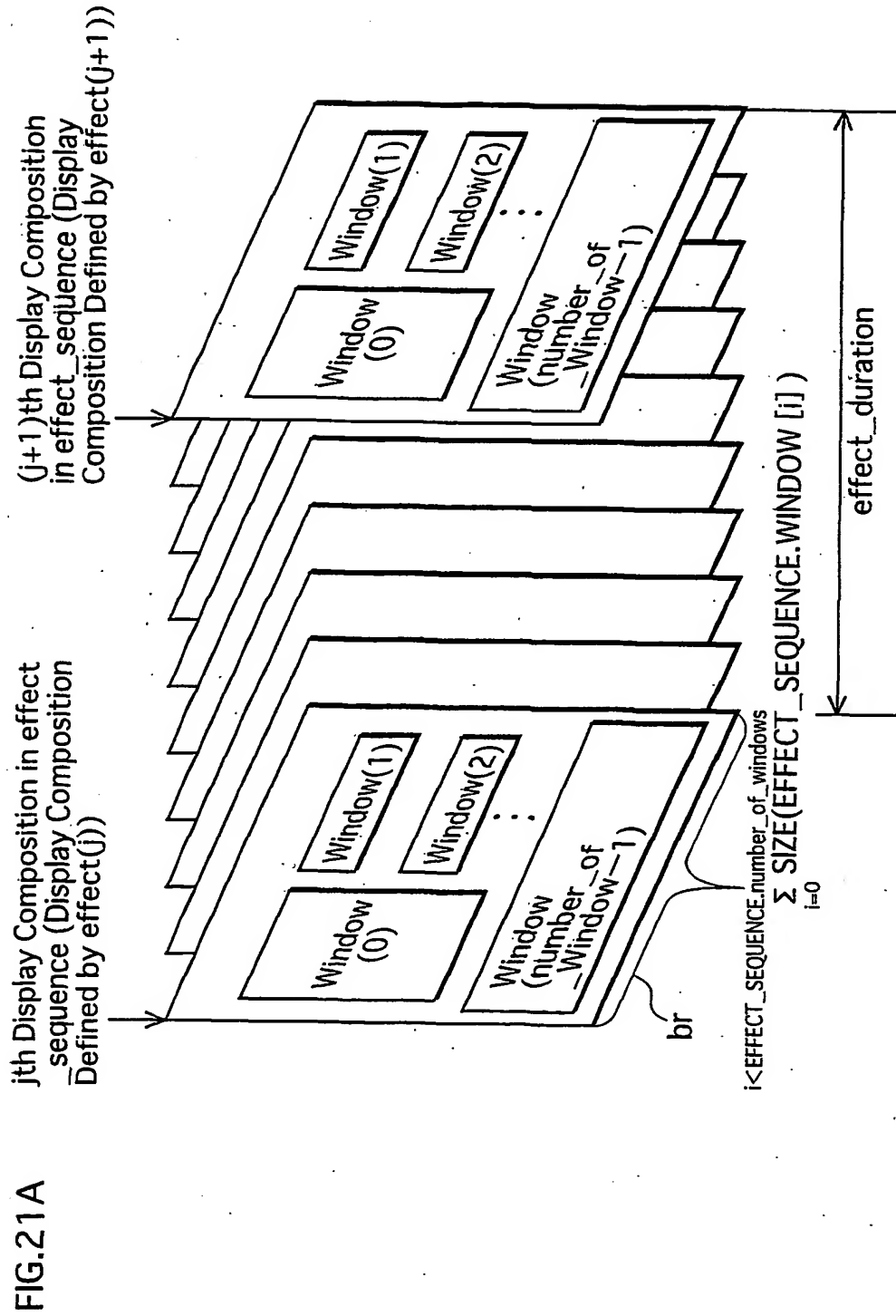


FIG.21B

$$\text{effect_duration} \geq \text{ceil} \left(\left(90000 * \sum_{i=0}^{\text{I<EFFECT_SEQUENCE.number_of_windows}} \text{SIZE}(\text{EFFECT_SEQUENCE.WINDOW}[i]) \right) / (128 * 10^6) \right)$$

FIG.22

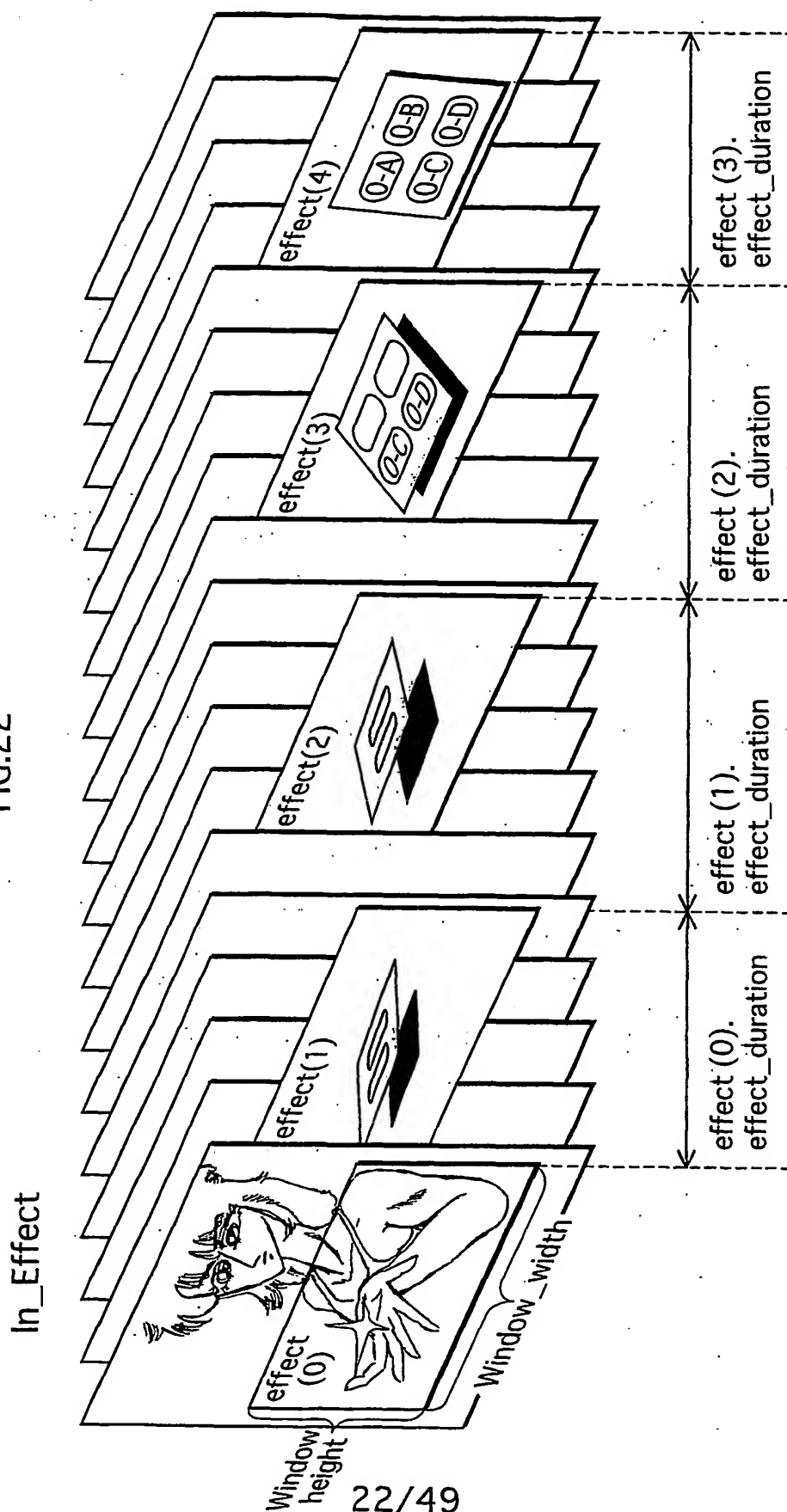


FIG.23

Out_Effect

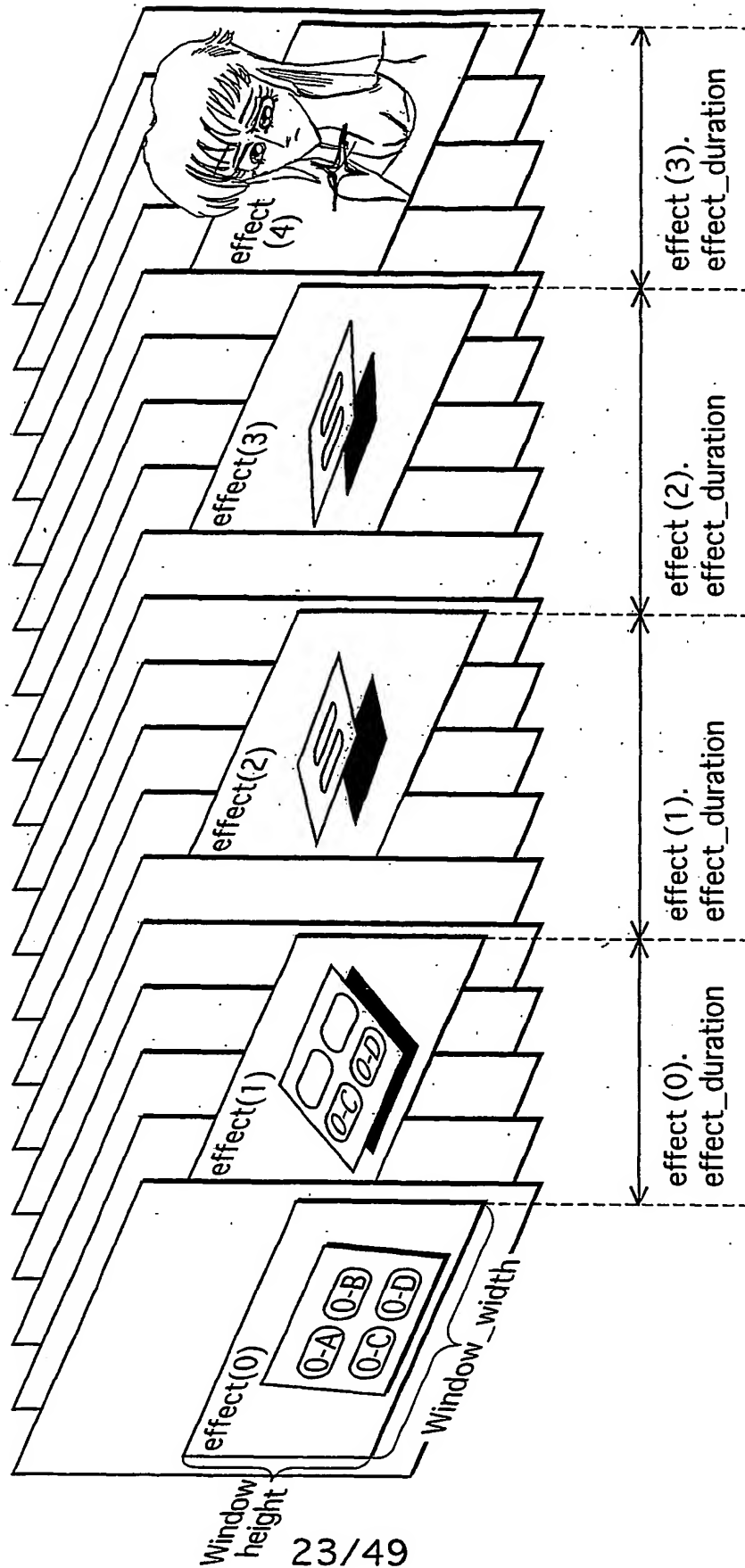


FIG.24

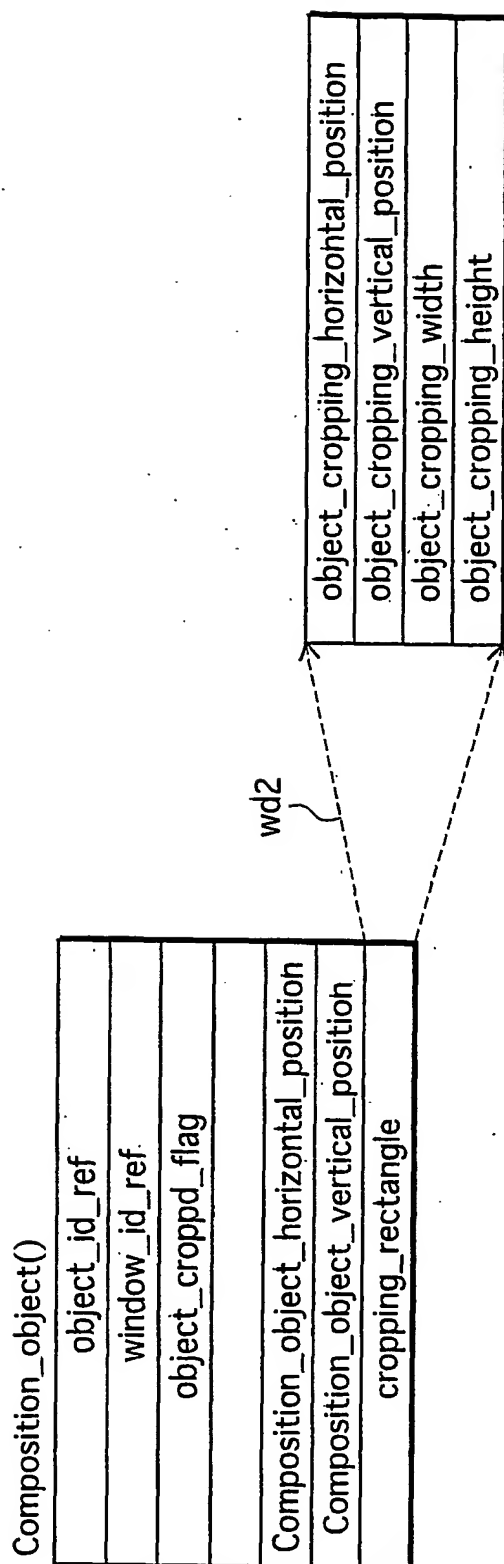


FIG.25

In_Effect

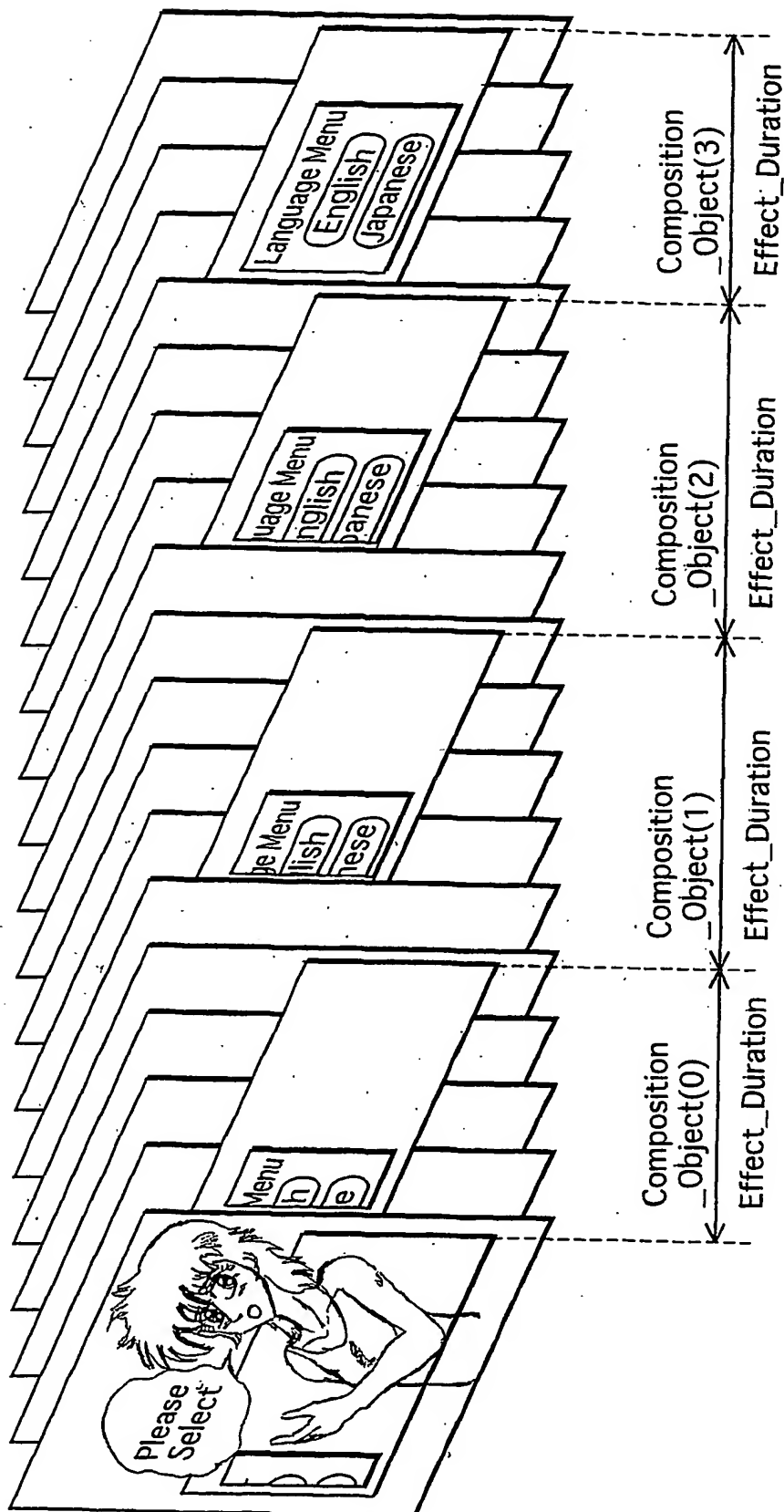


FIG.26

Composition_Object(0) Setting

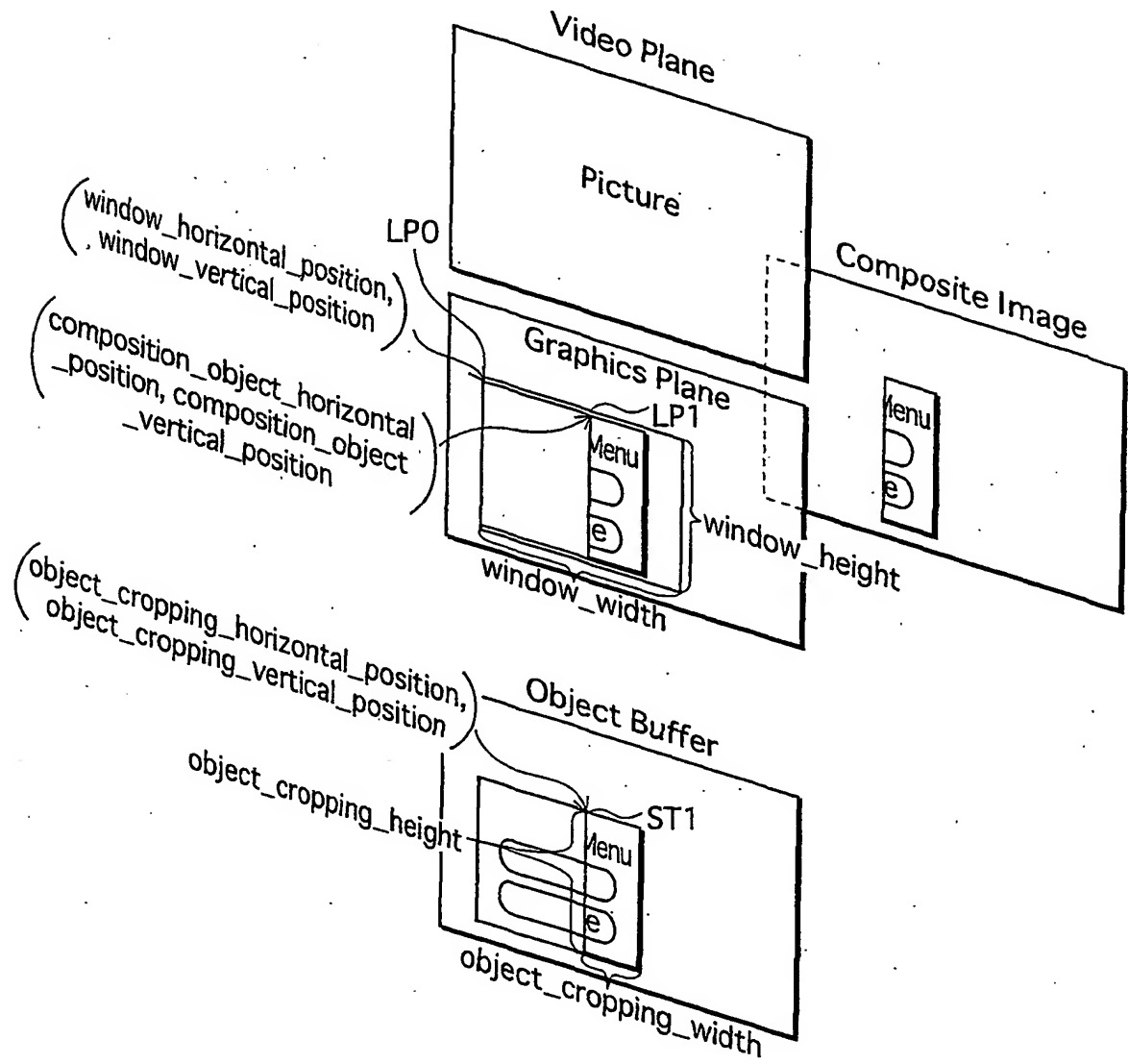


FIG.27

Composition_Object(1) Setting

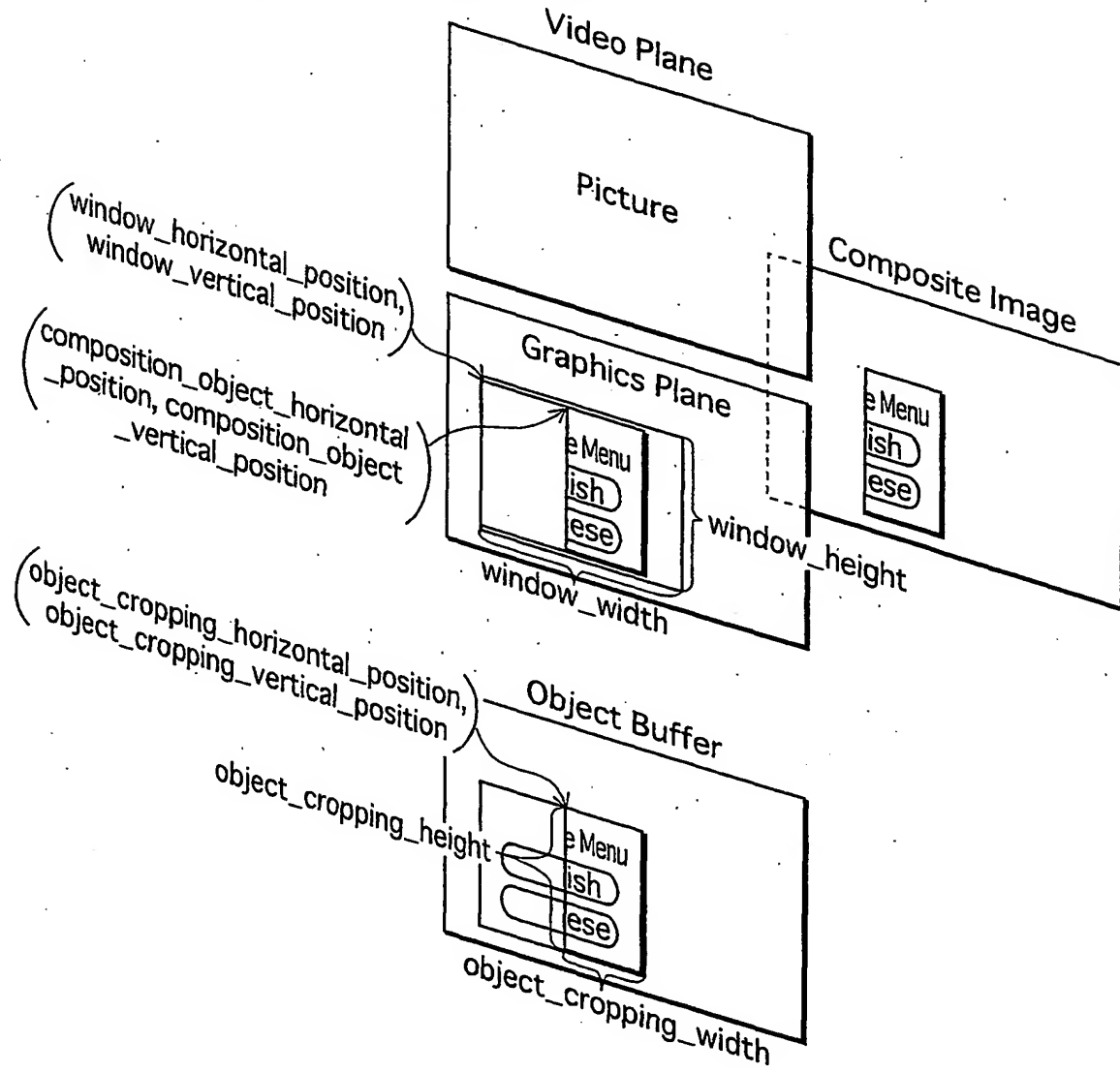


FIG.28

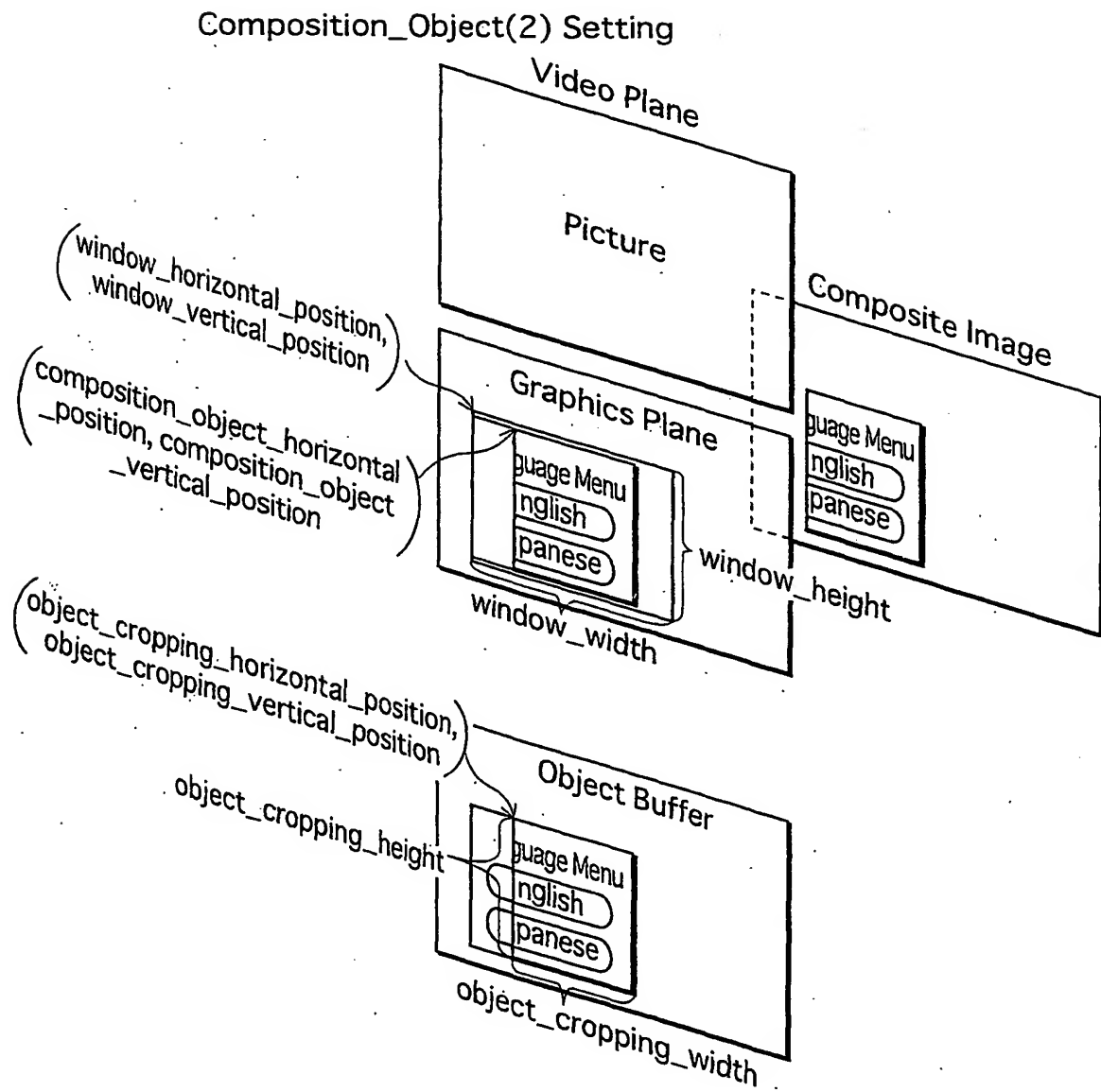


FIG.29

Composition_Object(3) Setting

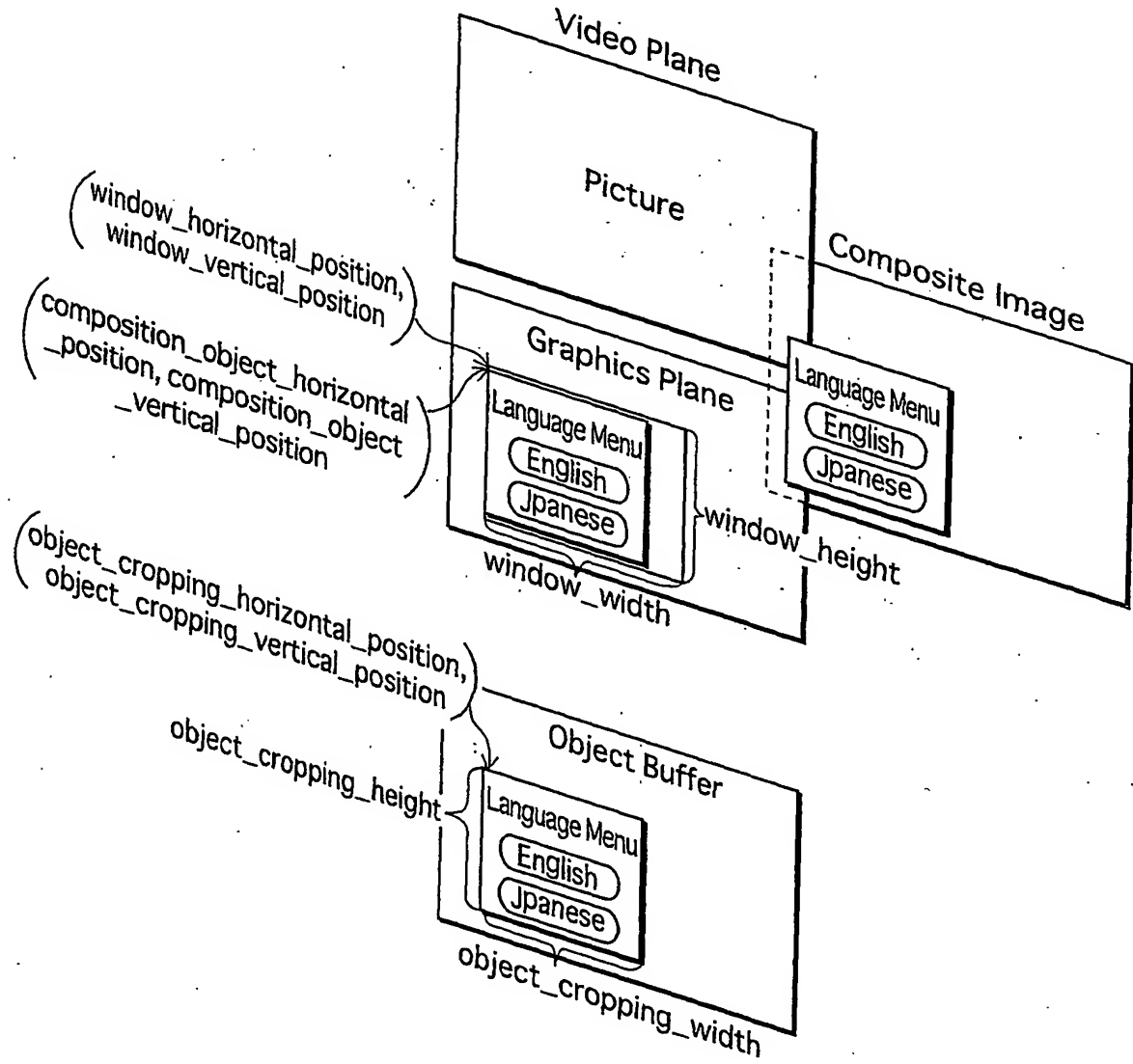


FIG.30

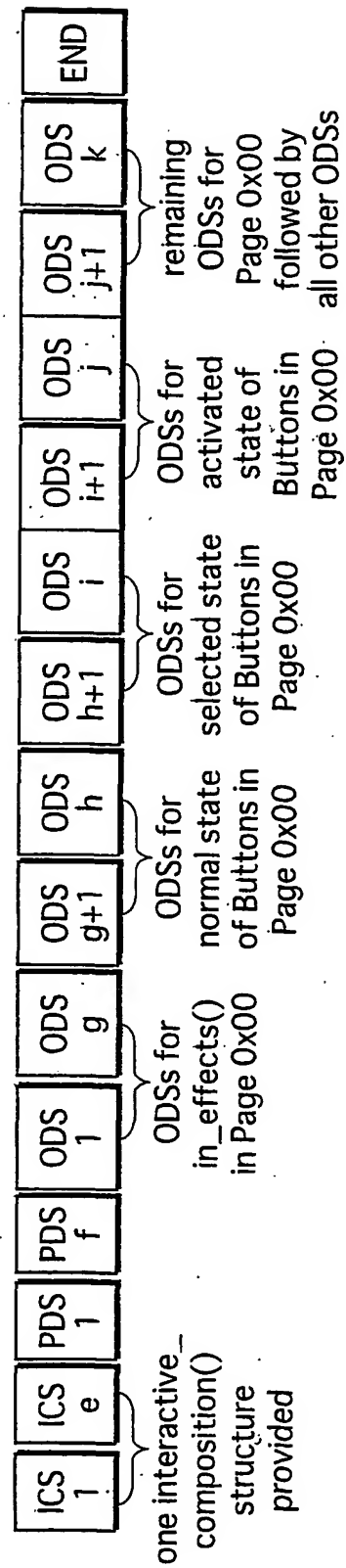


FIG.31

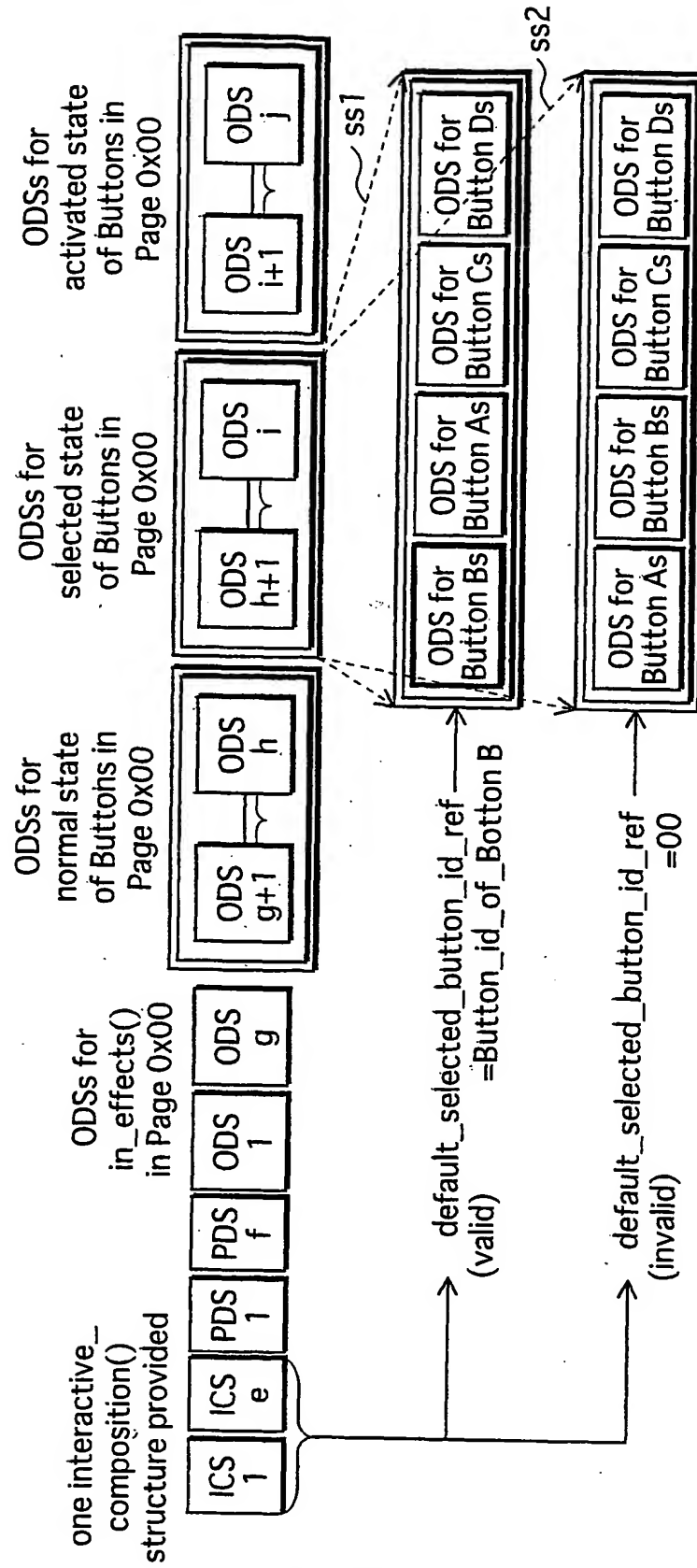


FIG.32A

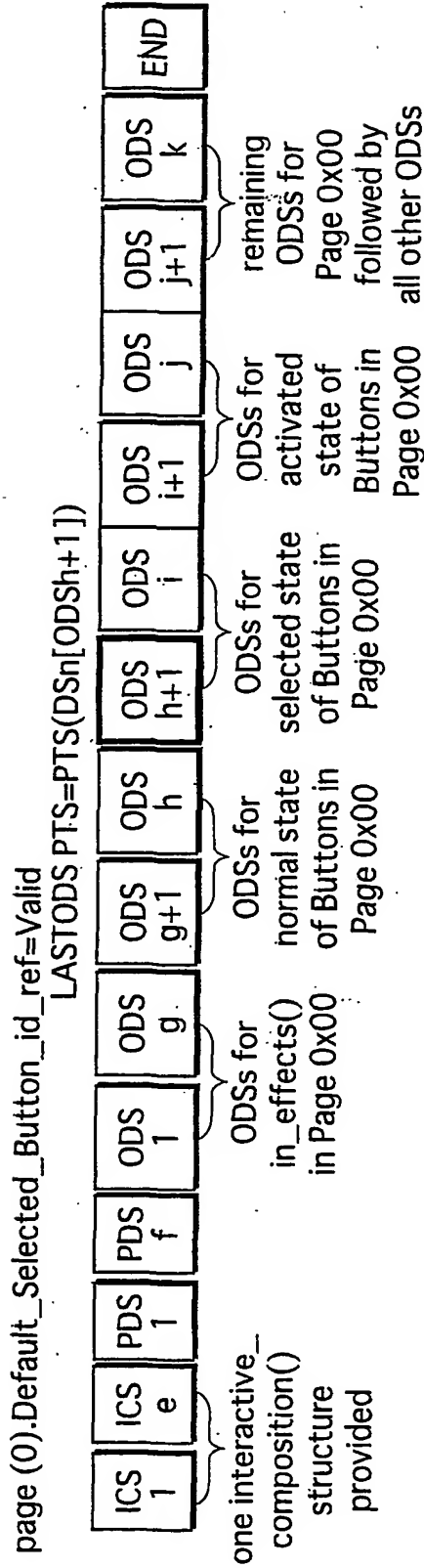
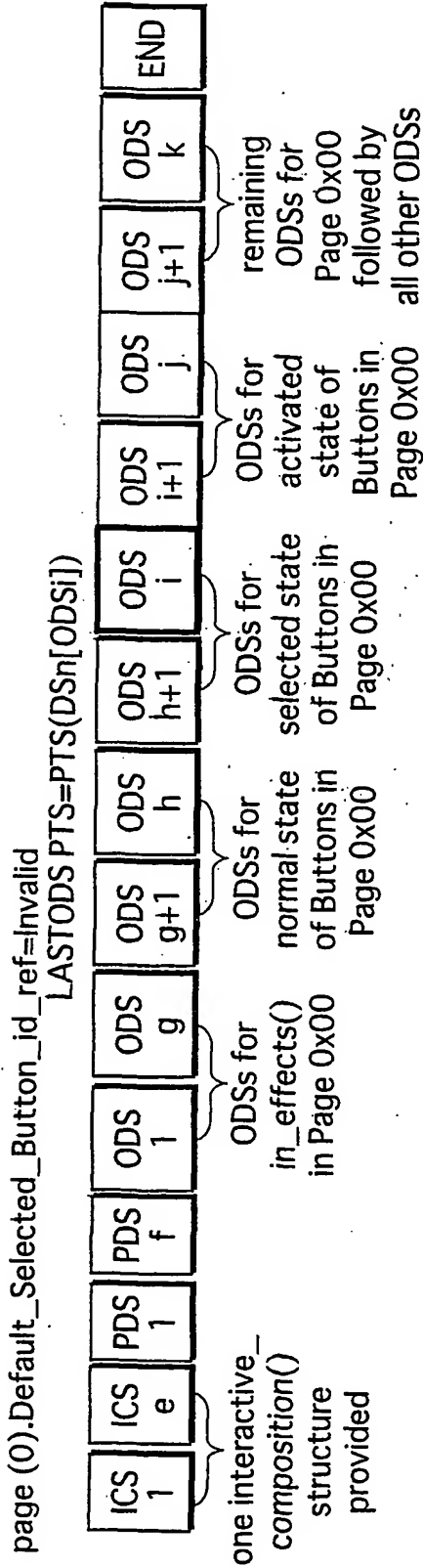


FIG.32B



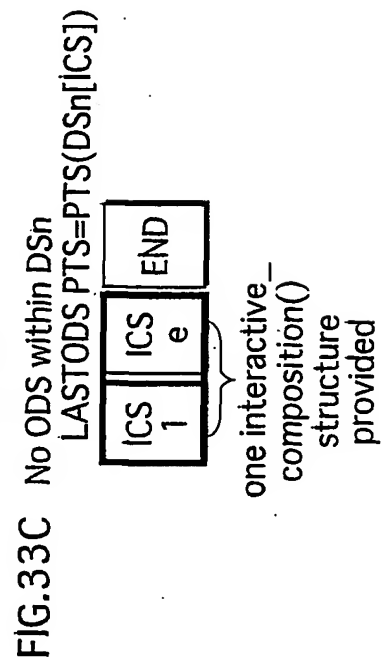
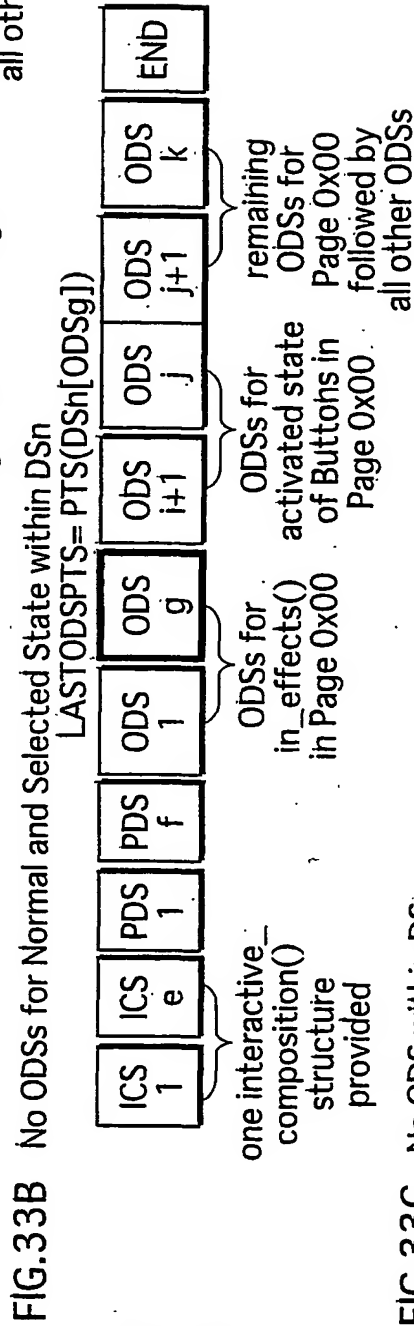
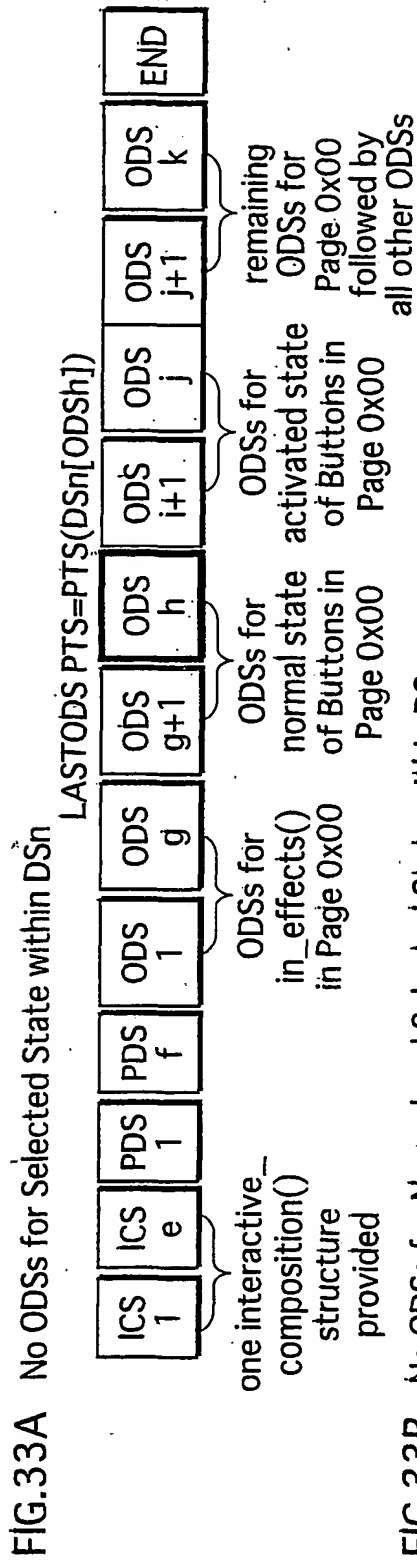


FIG.34A $PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- $DECODEDURATION(DS_n)$ is calculated as follows :

if($DS_n[ICS].composition_state == EPOCH_START$)

return($\max(LASTODSPTS(DS_n) - DTS(DS_n[ICS]), PLANECLARTIME(DS_n))$)

else

return($LASTODSPTS(DS_n) - DTS(DS_n[ICS])$)

FIG.34B $DTS(DS_n[ICS])$

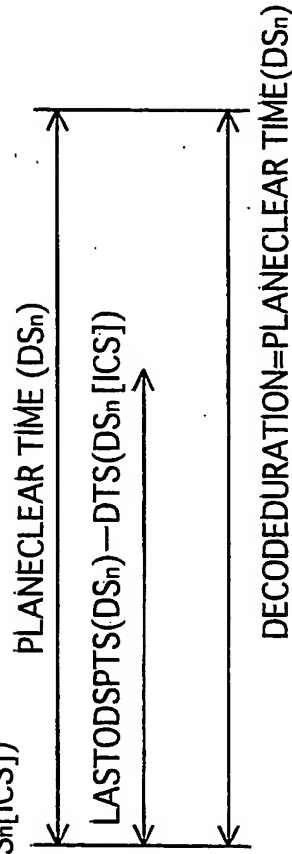


FIG.34C $DTS(DS_n[ICS])$

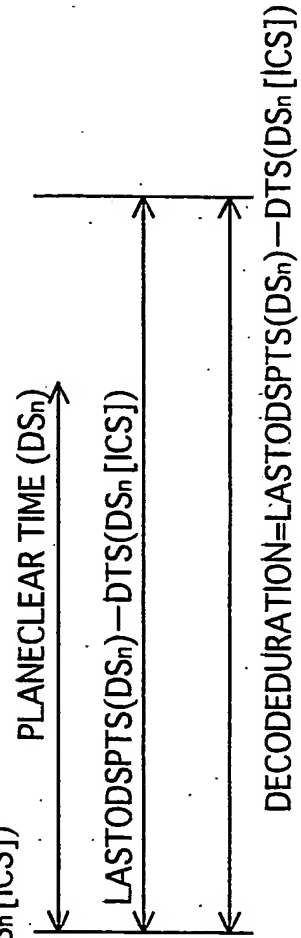


FIG.35A

Where :

$$\text{EFFECTTTD}(DS_n) = \text{ceil} \left(90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{IN_EFFECTS.number_of_windows}} \text{SIZE}(DS_n[\text{ICS}].\text{PAGE}[0].\text{IN_EFFECTS.WINDOW}[i]) / (128 * 10^6) \right)$$

FIG.35B

$$\text{PAGEDEFAULTTD}(DS_n) = \text{ceil} \left(90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number_of_button}} \left(\begin{aligned} &\text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) \\ &- \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default_selected_button_id_ref}) / (128 * 10^6) \\ &+ \text{SBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default_selected_button_id_ref}) \end{aligned} \right) \right)$$

FIG.35C

$$\text{PAGNODEFAULTTD}(DS_n) = \text{ceil} \left(90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number_of_button}} \left(\begin{aligned} &\text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) \\ &+ \text{BSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) / (128 * 10^6) \\ &- \text{NBSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) \end{aligned} \right) \right)$$

FIG.36

$PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- TRANSFERDURATION (DS_n) is calculated as follows :
 - if ($DS_n[ICS].PAGE[0].IN_EFFECTS.number_of_effects \neq 0$)
 - return EFFECTTD(DS_n)
 - else if ($DS_n[ICS].PAGE[0].default_selected_button_id_ref == 0xFFFF$)
 - return PAGENODEFAULTTD(DS_n)
 - else
 - return PAGEDEFAULTTD(DS_n)

FIG. 37

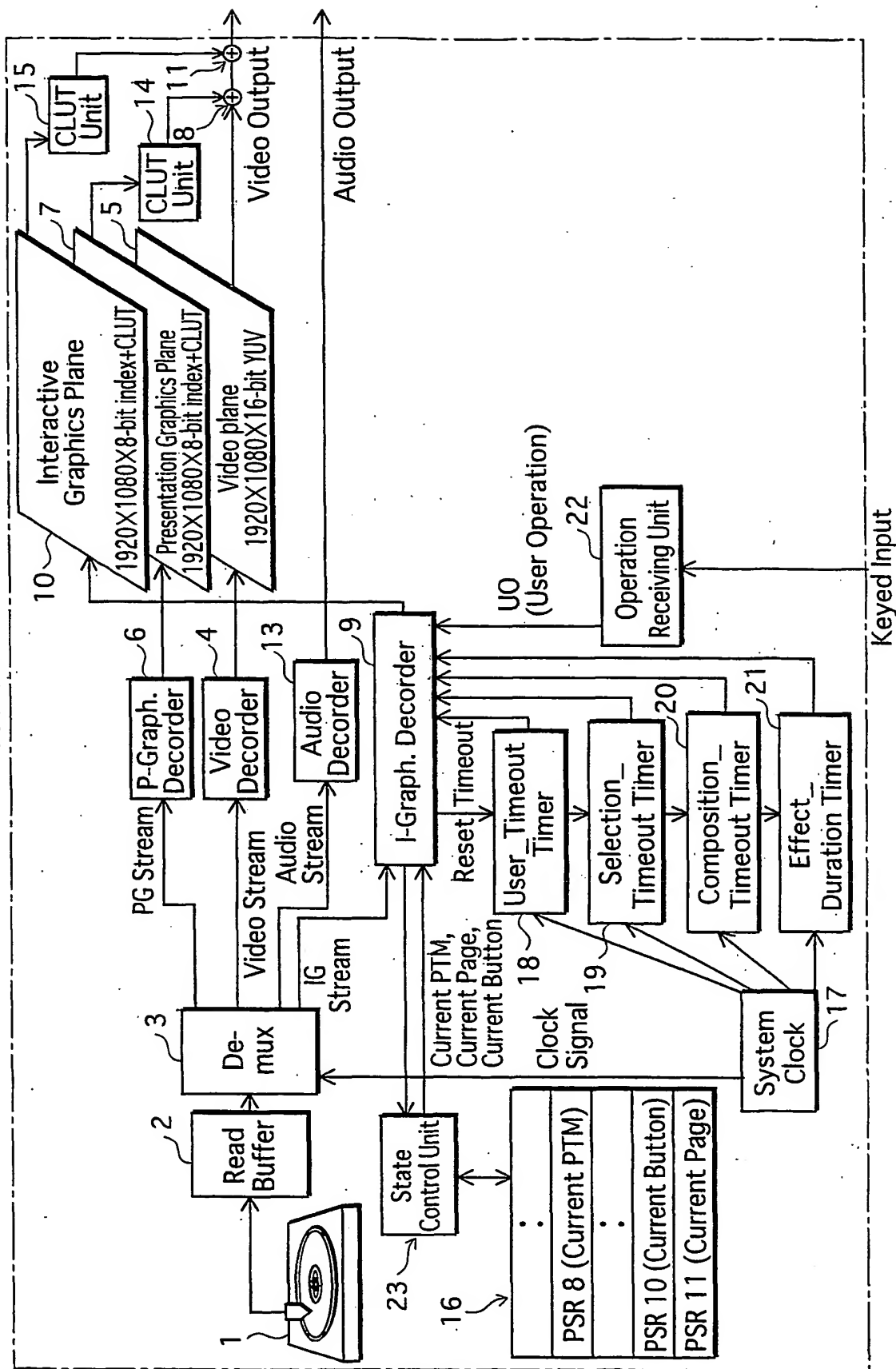


FIG.38A

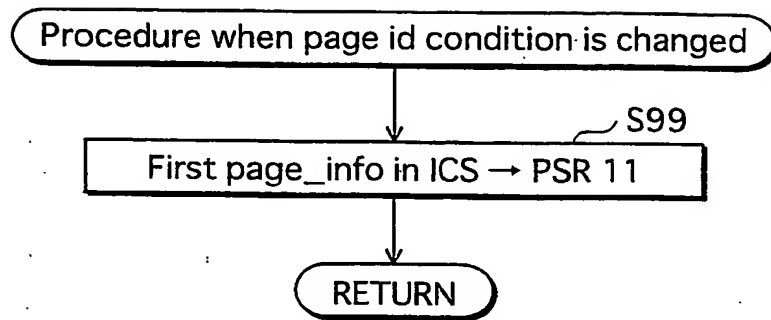


FIG.38B

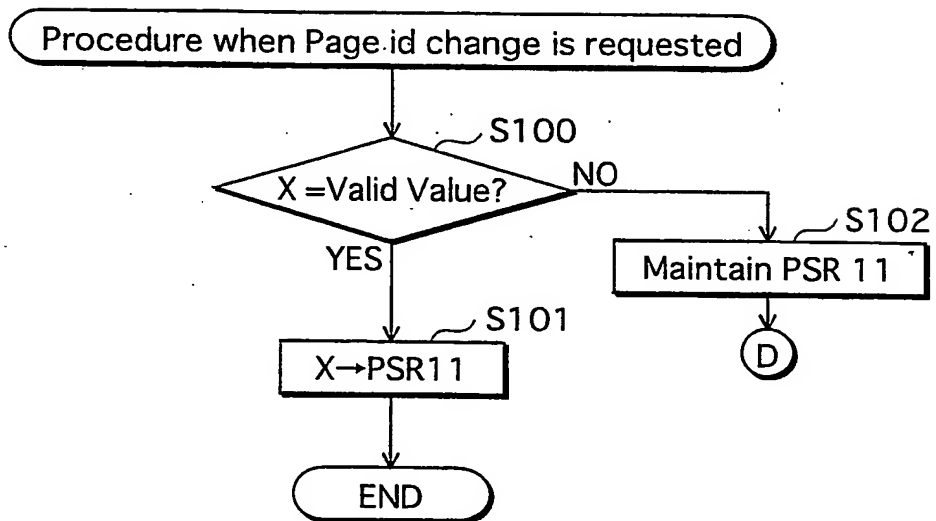


FIG.39A

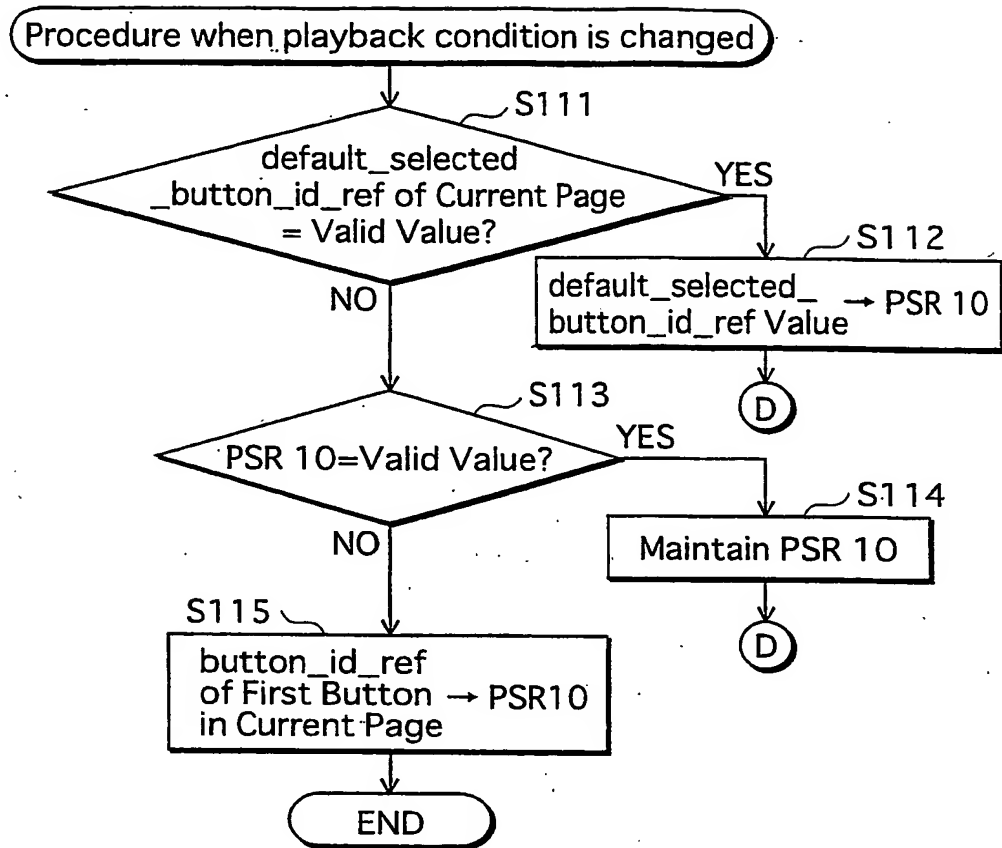
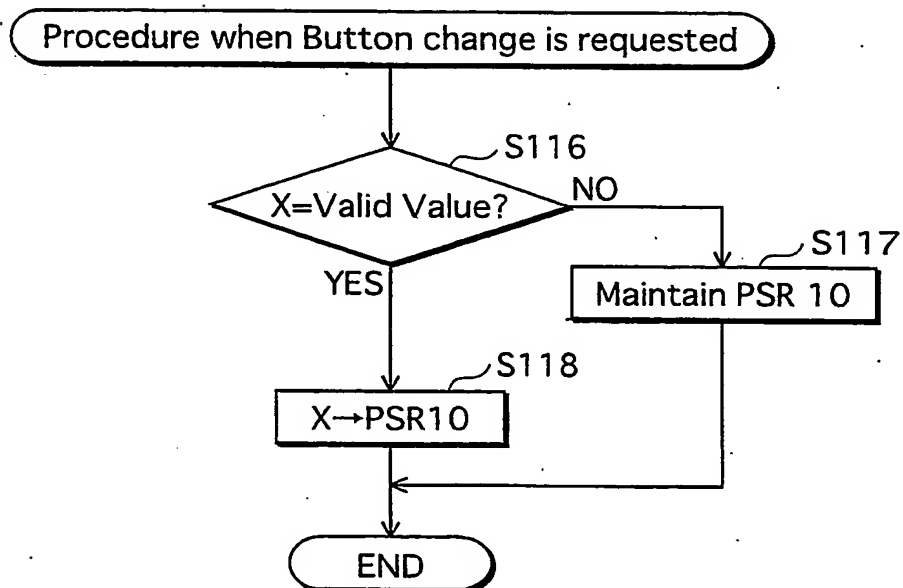
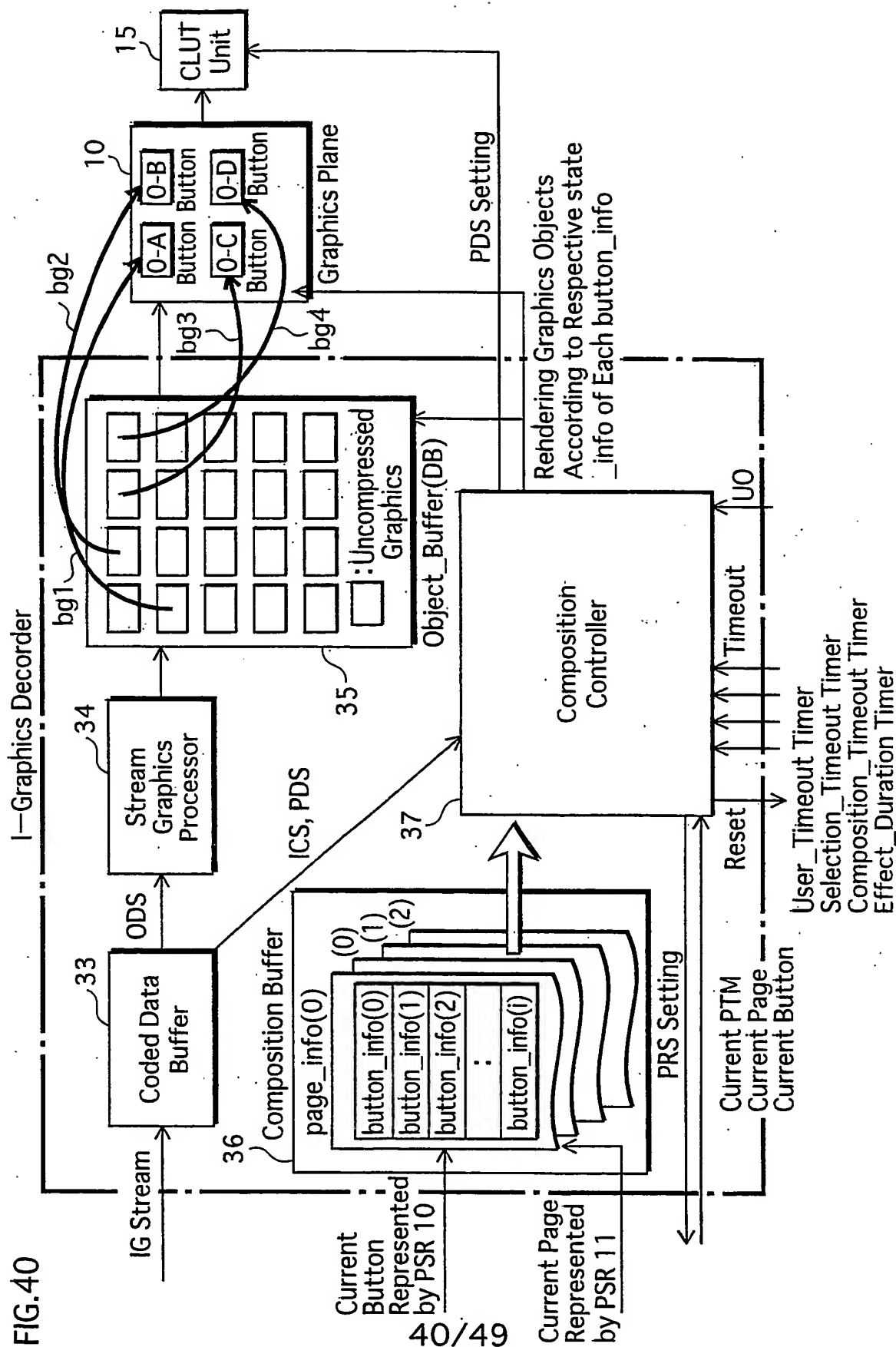


FIG.39B





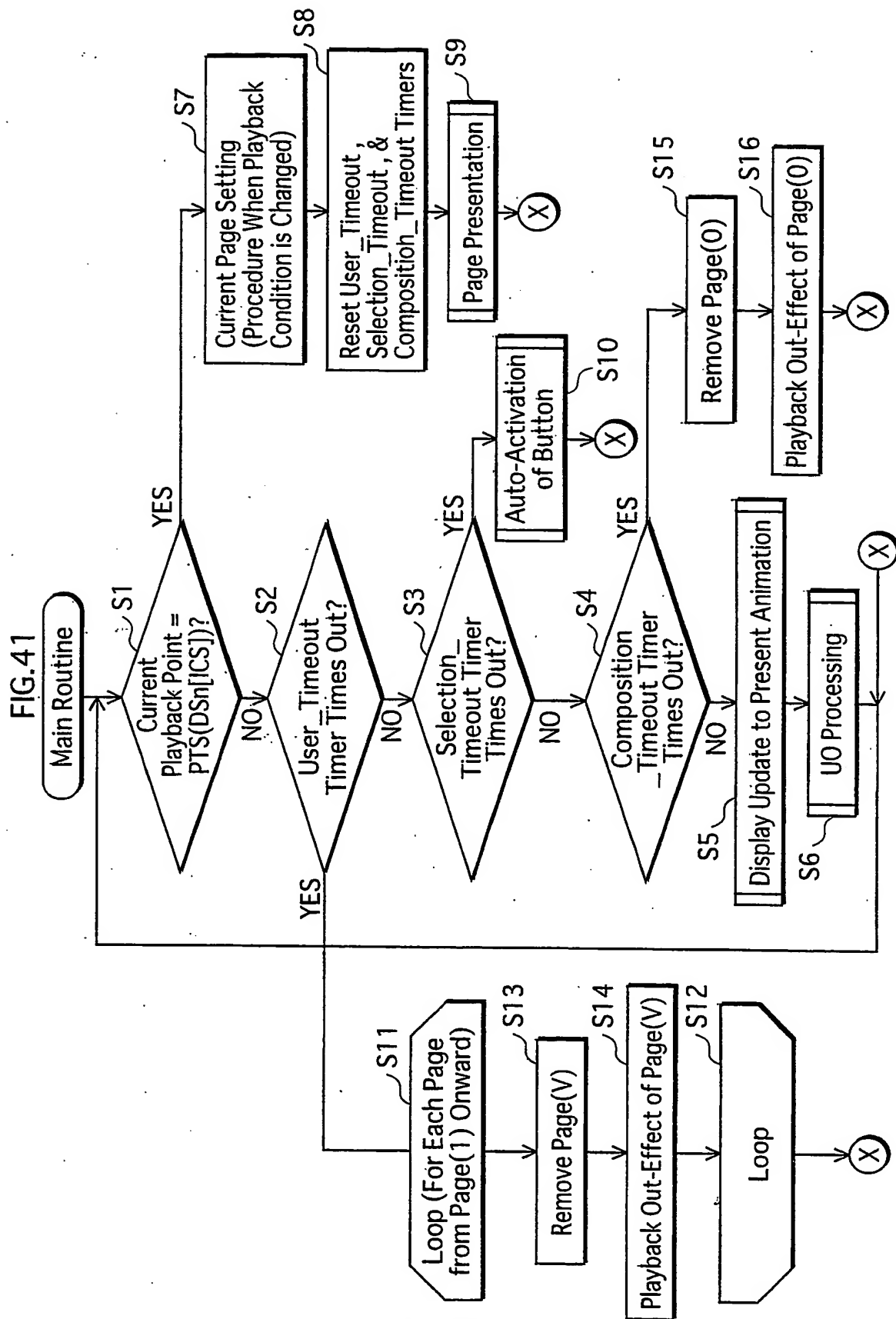


FIG.42

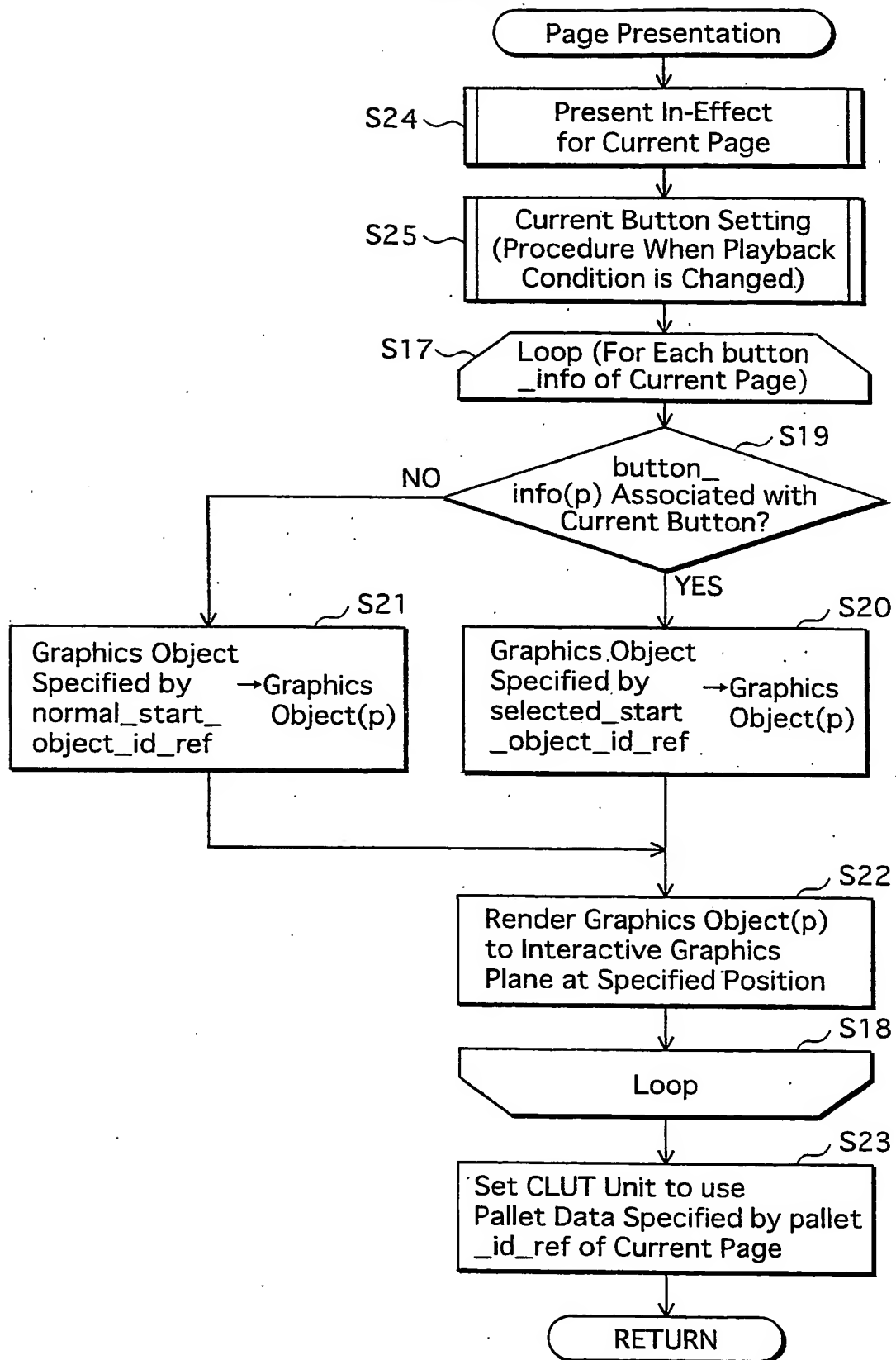


FIG.43

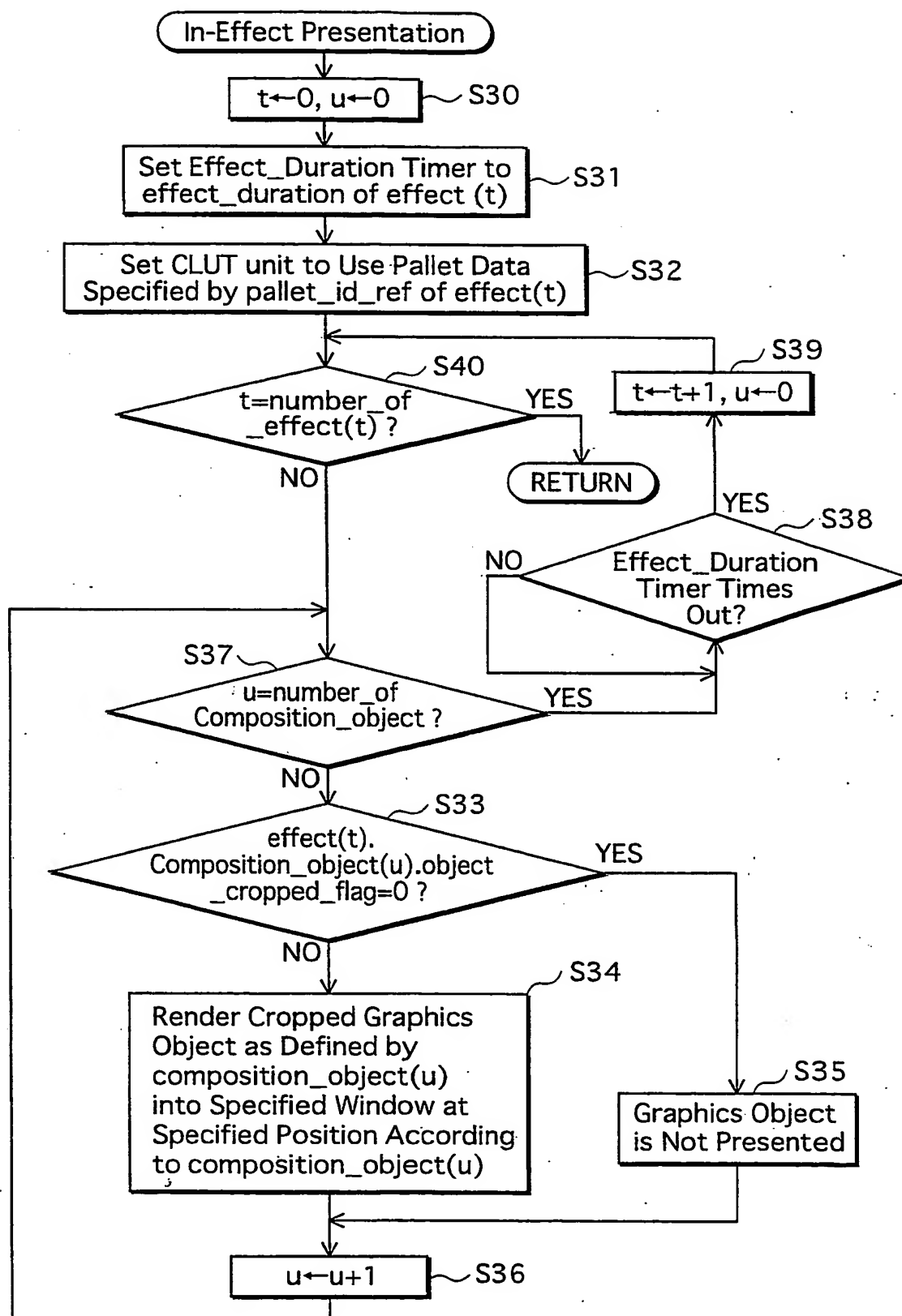


FIG.44

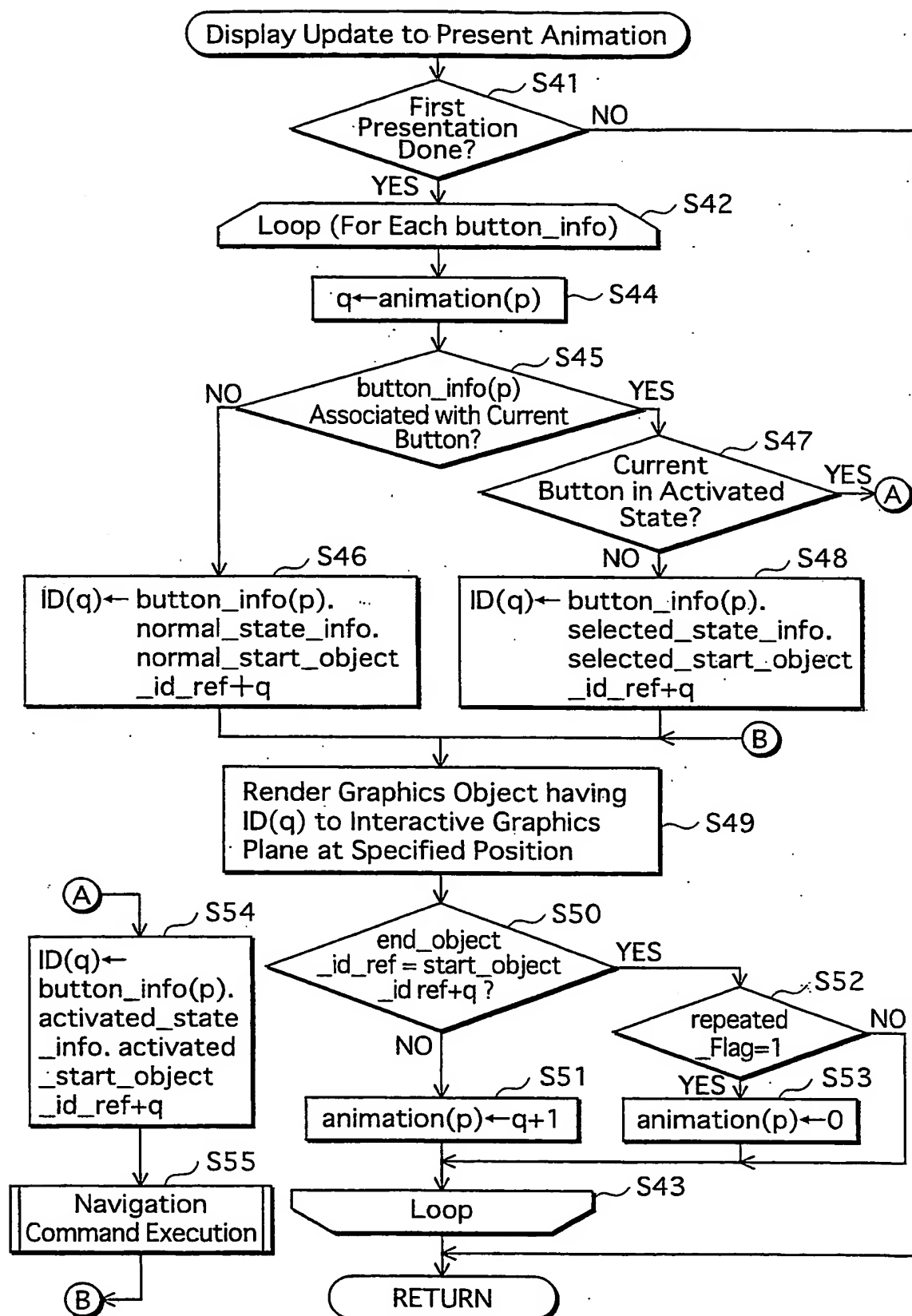


FIG.45

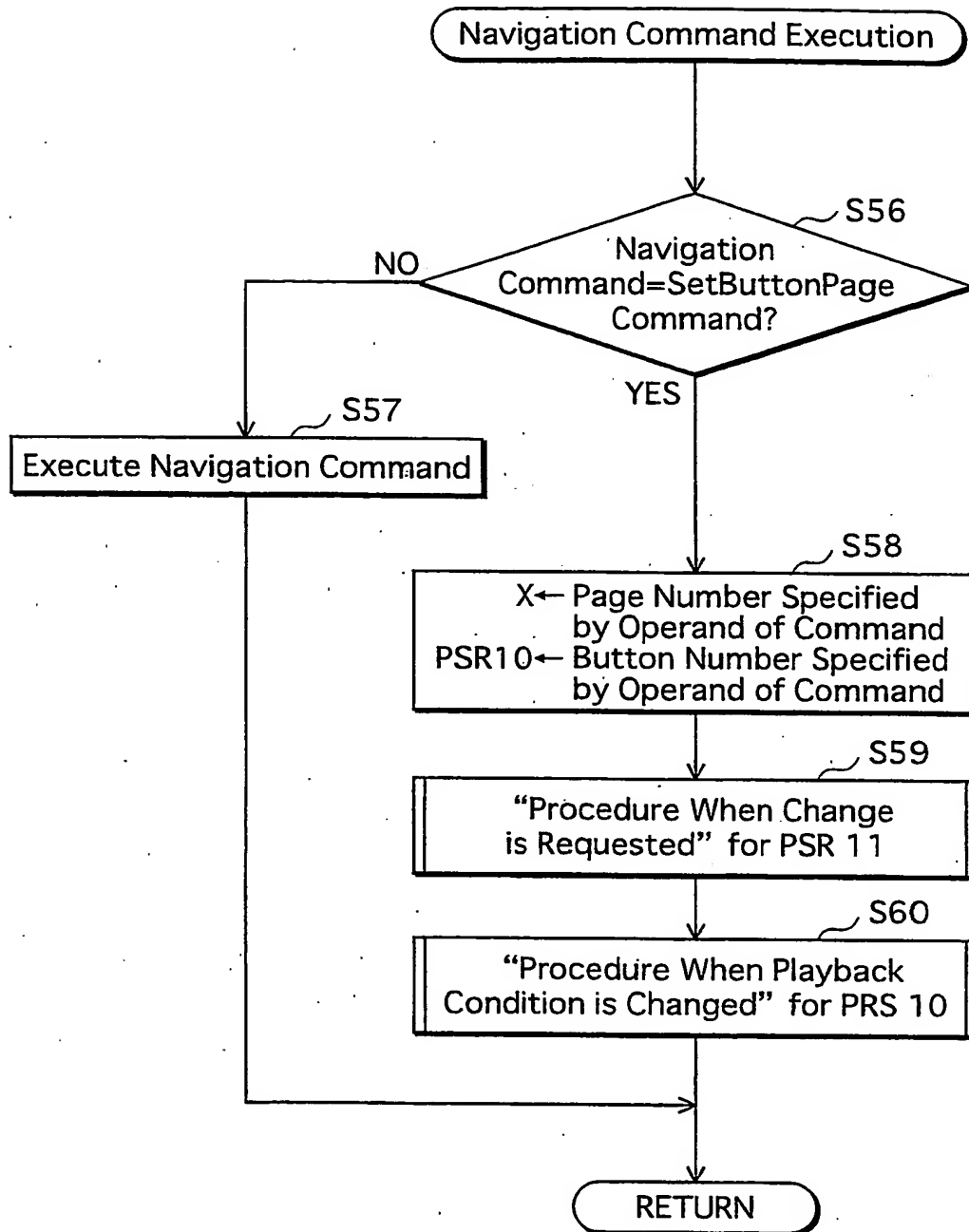


FIG. 46

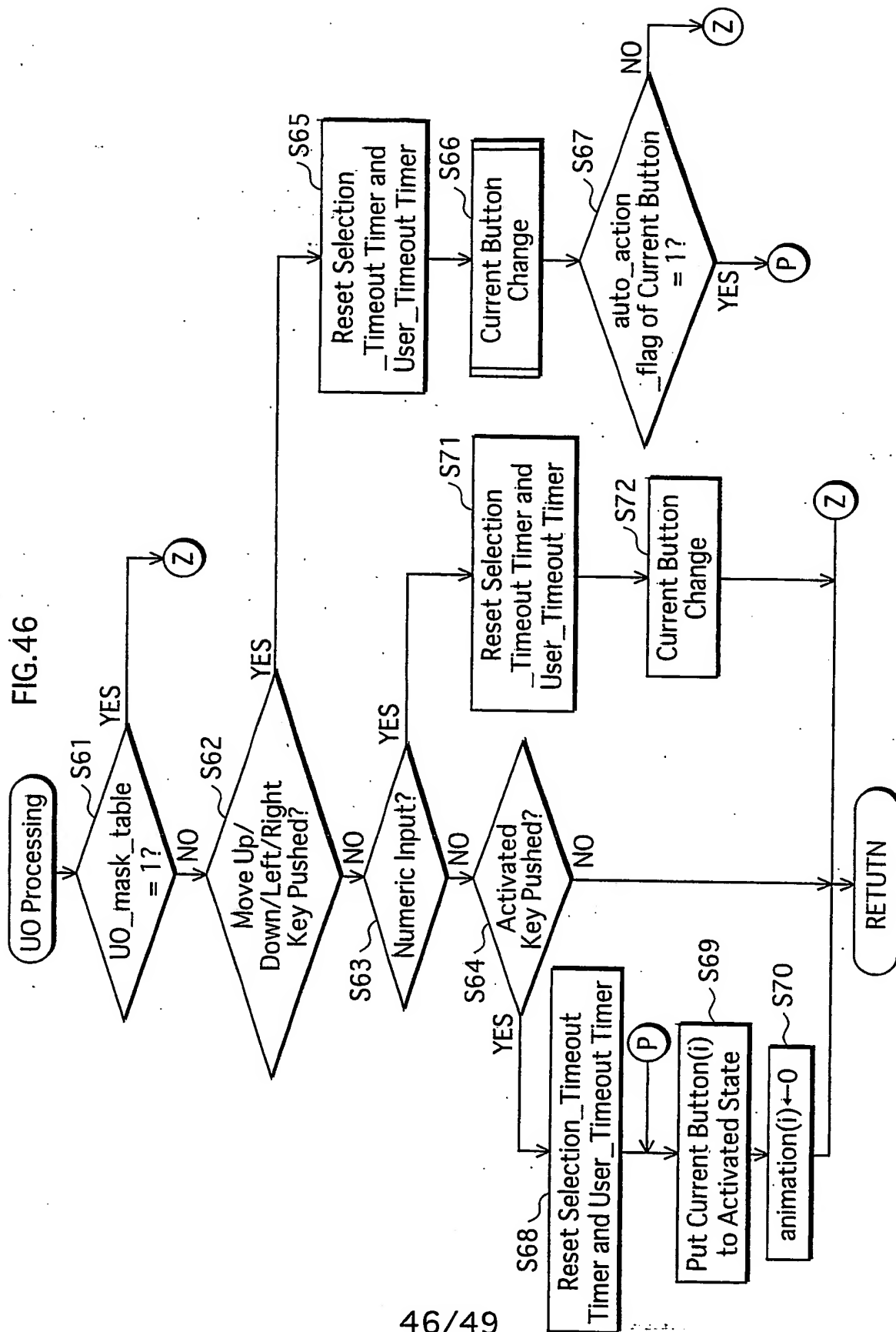


FIG.47

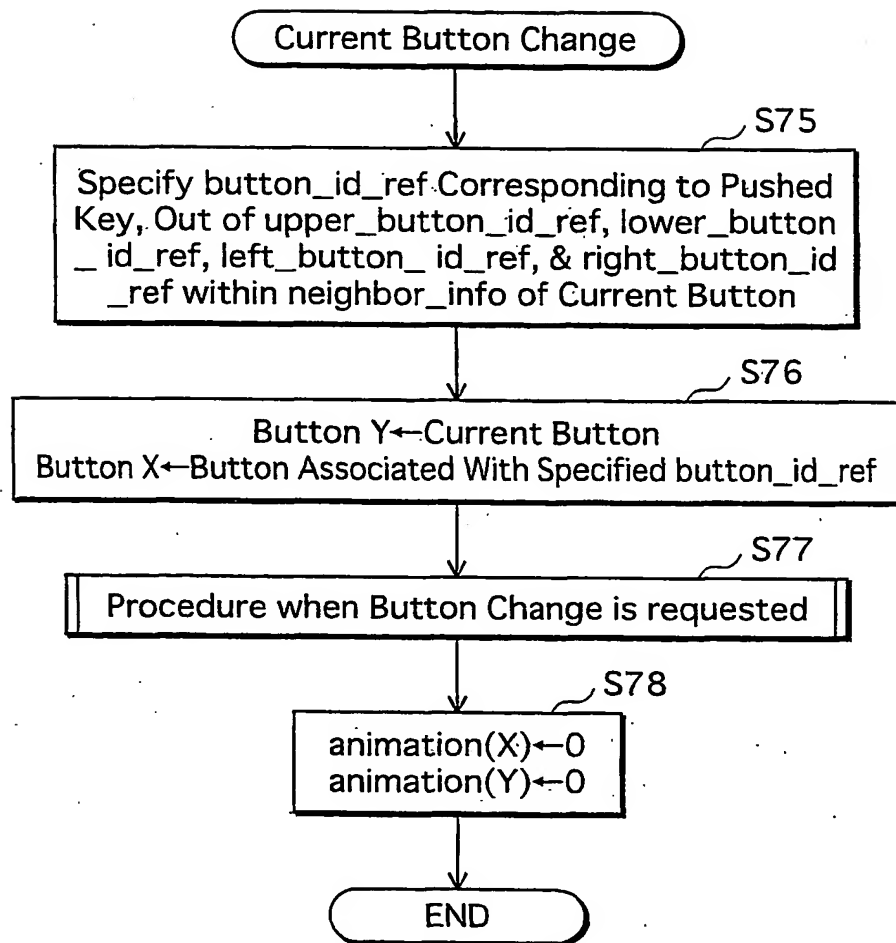


FIG.48

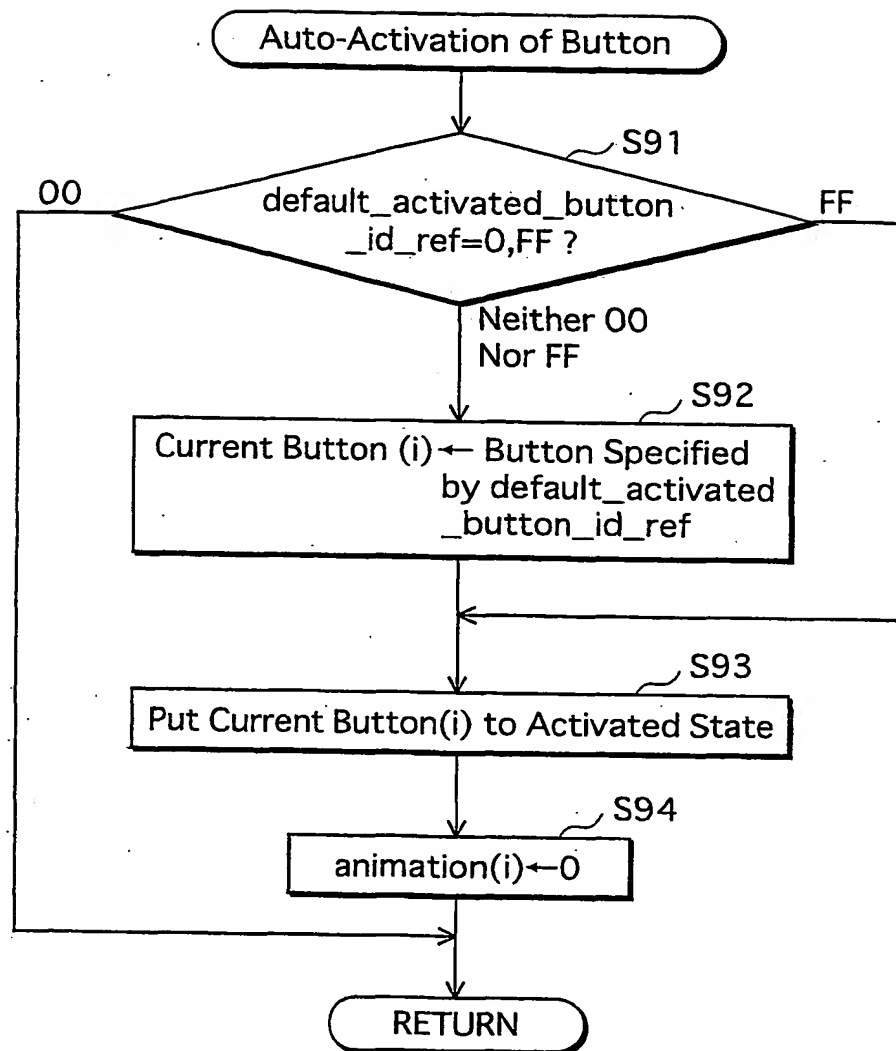


FIG.49

